No.1! BIGGEST AND BEST!

HAPPY BIRTHDAY TO US! SPECIAL ANNIVERSARY ISSUE!

OCTOBER 1991
£2.20
13

GOT A 64? ★ THEN GET THIS!

Commodore FORMAT

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- Turbocharge
- Alien Storm
- Rod-Land
- Terminator 2
- Rubicon
- Never Ending Story 2
- Darkman

PLUS LOADS MORE...

LOOKY HERE
2 TERRIFIC GAMES!
2 SUPERB DEMOS!

FREE! STICKERS

Commodore FORMAT
2 COMPLETE GAMES!
SUNBURST
HACKER II
POWER PACK
2 DEMOS!
TURBOCHARGE
ROLLING RONNY

Your tape (plus natty box) should sit just about here. This month there are some stickers inside too, so Mr newsie better cough up the goodies pronto!

FAST FORWARD WITH TURBOCHARGE

IT'S RIDICULOUSLY QUICK – BUT IS IT ANY GOOD?

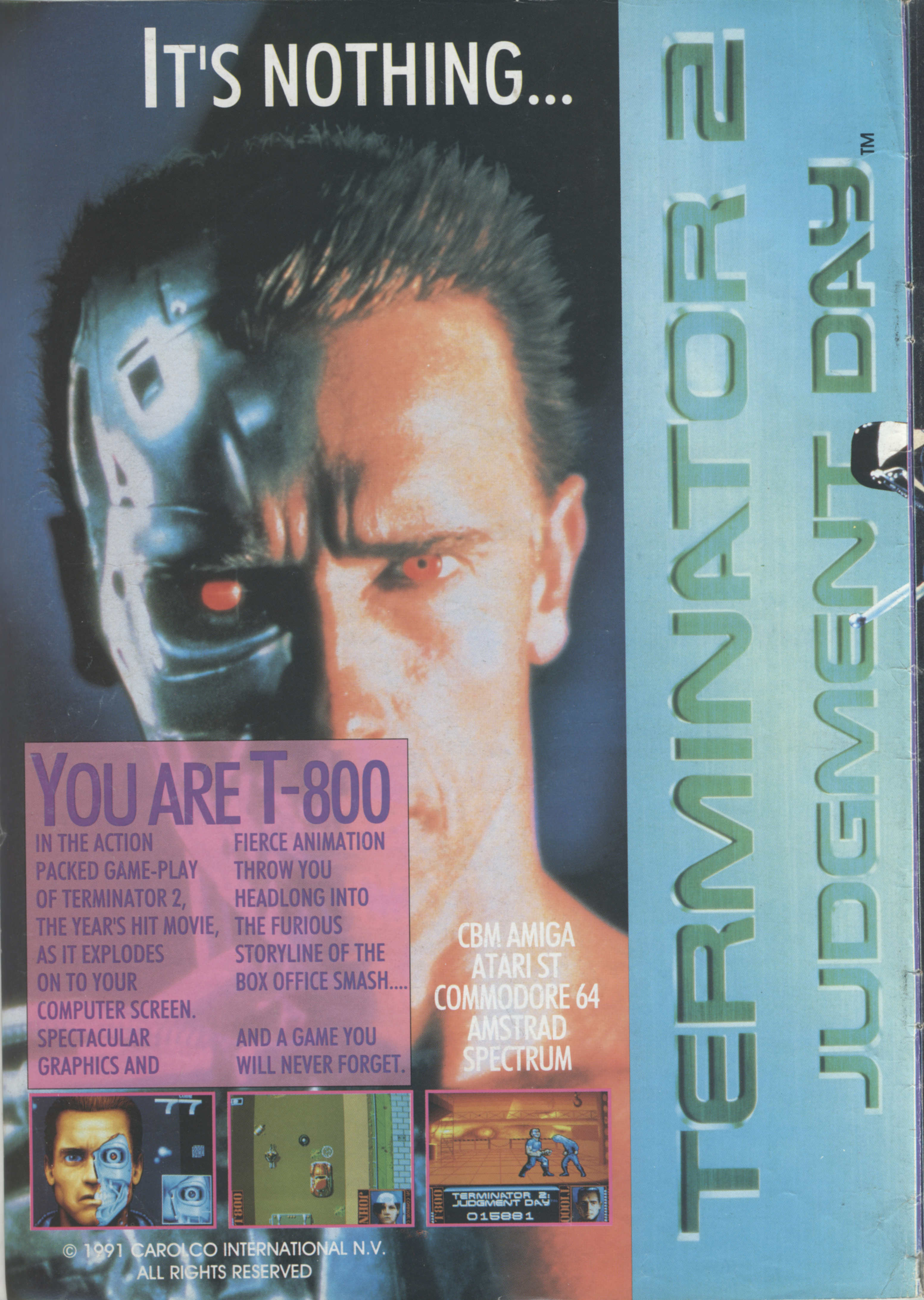
Judge for yourself:

- Feel the speed in our stunning demo!
- Read our full review of the finished game!

WIN! ideo recorder
WIN! A 3.5" disk drive!
WIN! An inflatable whale!

Future PUBLISHING
Your guarantee of value

GAMEBUSTERS – FOUR FULLY MAPPED PLAYER'S GUIDES!


IT'S NOTHING...

TERMINATOR 2
JUDGMENT DAY™

YOU ARE T-800

IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN. SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH.... AND A GAME YOU WILL NEVER FORGET.

CBM AMIGA
ATARI ST
COMMODORE 64
AMSTRAD
SPECTRUM

© 1991 CAROLCO INTERNATIONAL N.V.
ALL RIGHTS RESERVED

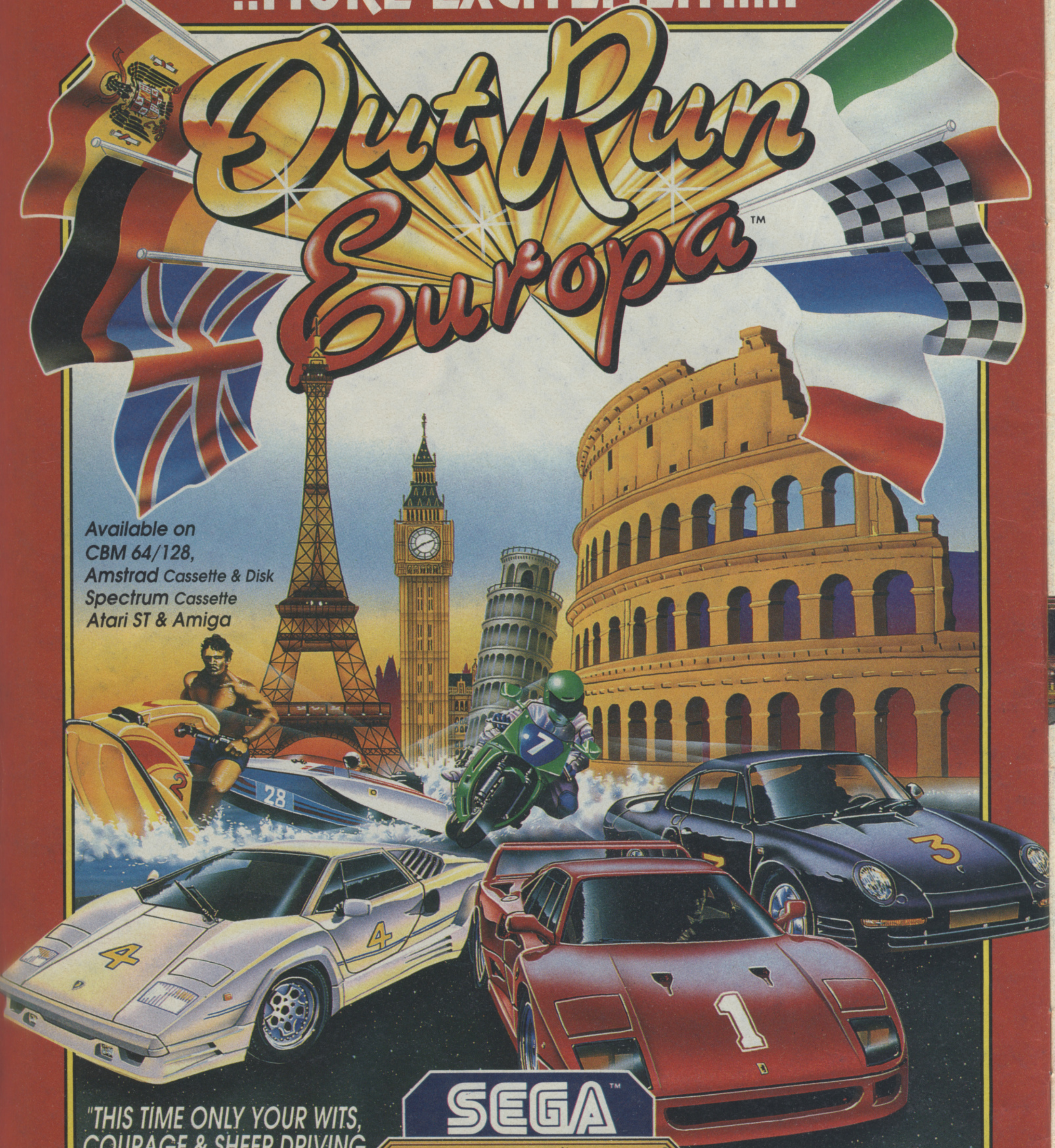
AKKLAIM™
entertainment, inc.

ACCLAIM™ AND MASTERS OF THE GAME™
ARE TRADEMARKS OF ACCLAIM ENTERTAINMENT INC.

ocean®

6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

MORE ACTION....MORE POWER...
..MORE EXCITEMENT...!



Available on
CBM 64/128,
Amstrad Cassette & Disk
Spectrum Cassette
Atari ST & Amiga

"THIS TIME ONLY YOUR WITS,
COURAGE & SHEER DRIVING
SKILL WILL DETERMINE
YOUR FATE!!"

© 1988, 1991, SEGA™. All rights reserved. Outrun Europa
is a trademark of SEGA ENTERPRISES LTD.
SEGA™ is a trademark of SEGA ENTERPRISES LTD.
U.S. GOLD LTD., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3366.

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE
TEL: 0898 442025

CURSE OF THE AZURE BONDS • POOL OF RADIANCE
CHAMPIONS OF KRYNN **TEL: 0898 442026**

BUCK ROGERS • SECRET OF THE SILVER BLADES •
EYE OF THE BEHOLDER **TEL: 0898 442030**

OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE **TEL: 0839 654284**

NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE

LUCASFILM HELPLINE • COMPETITION • INDIANA JONES •
ZAK MCKRACKEN • MANIAC MANSION • LOOM •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TEL: 0839 654123

NEW RELEASES • COMPETITION **TEL: 0839 654124**

COMPETITION - £200.00 WORTH* OF
US GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX

If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times.

13 OCTOBER 1991

Summer lingers on and the software houses are sweating over their new releases. You can't blame them when they're going to be . . .

POWERTESTED!

32 TURBOCHARGE

SYSTEM 3

Taking to the road again, we review the latest release to burn rubber and ask the question: is it the Rolls Royce of race games or just a jalopy? Check out the PowerTest inside

71 RUBICON

21ST CENTURY ENTERTAINMENT

Continental coders come up with a shoot 'em up that's totally original. Or then again, maybe not

64 DRAGONS KINGDOM

GENIAS

They've hacked out a tough one. But has Genias bitten off more than it can chew?

ROD-LAND

44

STORM

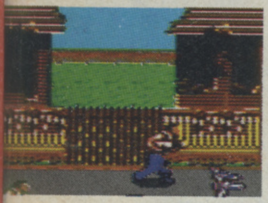
They said, 'So cute it'll make you puke.' Well, grab the barf bags, 'cos it's here. Will flower power ever be the same?

33800 ROD-LAND SCENE-15 PUSH FIRE

36 ALIEN STORM

US GOLD

Are these visitors from outer space a threat to civilization as we know it or just morons on a little shopping? Our review tweaks their antennae and takes you to their leader



35 DARKMAN

OCEAN

The dodgy geezer in the dirty donkey jacket does his stuff on the 64. But is he our hero or should we throw him back in the Ocean from which he came? Find out now

66 NEVER ENDING STORY 2

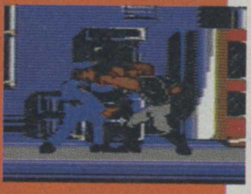
LINEL

Bastian and Atreyu find Fantasia under threat once more. But what is the danger this time? Is it a horde of ravening monsters or could it be an absence of game challenge?

72 TERMINATOR 2

OCEAN

Another expensive film licence finds its way onto our favourite micro. We give it our no-holds-barred PowerTest and tell you whether you should buy it or bring your Uzi 9mm to bear



POWER PACK

INSIDE! FREE STICKERS
Commodore
2 COMPLETE GAMES!
SUNBURST
HACKER II
POWER PACK
2 DEMOS!
TURBOCHARGE
ROLLING RONNIE

TURBOCHARGE

SYSTEM 3

Exclusive! System 3 give their first demo to *Commodore Format* readers. Drive like crazy!

ROLLING RONNY

VIRGIN

Germanic weirdness on roller skates better be your cup of tea because this demo demands dexterity! You just have to check this one out without delay.

HACKER II

ACTIVISION

Steal the Doomsday Paper from a top security complex by out-witting security devices with robots specially fitted out for the task and a high-tech video surveillance system. A tense, suspenseful classic which will keep you burning the midnight oil for months to come.

SUNBURST

DOMARK

Eight-way parallax scrolling shoot 'em up with fractal scenery. Build up enough energy and set the controls for the heart of the sun!

GAMES

32 TURBOCHARGE
SYSTEM 3
35 DARKMAN
OCEAN
36 ALIEN STORM
US GOLD
44 ROD-LAND
STORM
64 DRAGON KINGDOM
GENIAS
66 NEVER ENDING STORY 2
LINEL
71 RUBICON
21ST CENTURY ENTERTAINMENT
72 TERMINATOR 2
OCEAN

CF SPECIAL

38 POSTER
Turbocharge by Paul Kidby

17 WHALES COMPETITION
Every computer user needs an inflatable whale. Where's yours?

47 DISK DRIVE COMPETITION
Win three revolutionary 3.5" TIB disk drives that load 64k in under six seconds.

69 MONSTER VIDEO COMP
Win a state-of-the-art Sony video recorder with picture in picture in US Gold's *Alien Storm* competition

REGULARS

6 POWERPACK PAGES
Tape treats talked about

10 EARLY WARNING
Nine pages of New Release news

14 THE SCANNER
Estimated times of arrival for forthcoming games

19 GAMEBUSTERS
Cornered by those cryptic clues? Maps by maniacs and much more

40 BUDGET GAMES
Birthday on a budget. Roger Frames' cheap celebration

48 INSIDE INFO
Promising projects. Solderers without fear start here

51 THE MIGHTY BRAIN
When a think kicks up a stink only a letter makes you feel better

62 BACK ISSUES
And subscriptions with new special offers. Get 'em now!

68 MAIL ORDER
New bargains, old favourites, all at special rates

74 NEXT MONTH
What's on the cards for *Commodore Format* 14 and the winners of the *CF11 Exile* competition listed

POWER PACK

CF's *PowerPack* has a wealth of variety and quality this month. Alongside two great full games, we have a pair of stupendous demos – exclusively for CF readers (we're just too kind)

QUICK START

FULL GAMES

SUNBURST

Ship steerer in port 2. Shoot the blue aliens and collect the numbered energy pods. When your meter flashes, dive into the sun!

HACKER II

Plug your spystick in port 1. If you really want to get into the part, why not dim the lights, load the game and take it from there? (On second thoughts, check out the instructions.)

DEMOS

TURBOCHARGE

Car controller in slot 2 please. Steer with left and right, and hit the space bar to kick in the turbo. Shoot bullets by tapping the fire button. Release missiles by holding down the fire button, releasing it only when the crosshair before you changes shape.

ROLLING RONNY

Shove a stick in port 2 and hit the fire button to skip the intro screens. Guide Rolly over this huge level demo, using left, right and up/diagonal to jump. Collect everything that you can; shoot everything you can't! The function keys operate pick-ups (you'll just have to experiment!).

NO LOAD ZONE!

What should you do if your PowerPack fails to deliver the goodies? If the little blighter refuses to cough up the code, pop the tape in a jiffy bag (keep the box for when you get your replacement), enclose a stamped addressed envelope and send the whole caboodle to:

Ablex Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4QD

A replacement will then be whisked to you by special whisk-mail.

SUNBURST

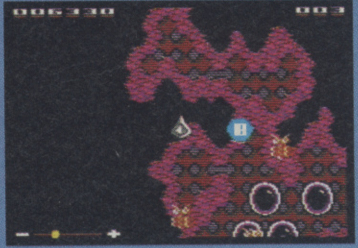
Hewson

The rather lunatic aim of this mission is to plunge your spaceship into the heart of the sun, causing it to implode. Sun… burst. Geddit? (*Erm, shouldn't that be sun… word-which-is-opposite-to-burst-which-I-can't-think-of? – Ed.*)

Anyway, you can't just go around steering your expensive spaceship into the middle of galactic infernos in the vain hope of not becoming a small cloud of gas (which you will). No, before you do any sunbursting, you've got to soak up serious amounts of energy to counteract the intense power of the solar furnace.

To do this, fly around the spacey-looking alien colonies shooting everything that moves. Most of the aliens simply explode and die, but the blue circular jobbies release energy tokens. Pick these up as soon as possible since they count down from ten to zero and then disappear. Sooner you collect 'em, the more energy you get.

Your energy is displayed using a slidey bar-meter with a '-' at one end and a '+' at the other. Every hit from missiles or enemies sees your energy meter slide toward the negative side; pick up a token, and it moves towards the positive. Hit maximum +, and the meter flashes signalling you to dive into the sun. All being well, you should reappear on the next level!



Here's a taster of things to come: having reached level three you're about to pick up some energy

Options

▶1◀ / ▶▶▶ – **Toggle between continue/start from scratch mode. Multiple arrows mean that when you die, you'll restart from the last level you reached**

♪♪♪ ON / ♪♪♪ OFF – **Choose sound effects or music during play**

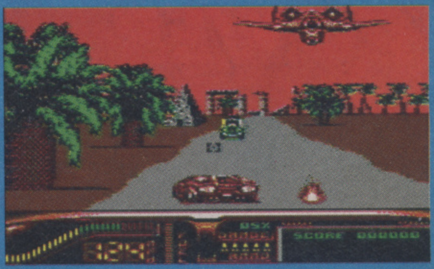
PLAY – **Start the blasting**

INFO – **Check up on the enemy**

TURBOCHARGE

System 3

You play an agent on the trail of gun runners. You know, if you were to get the chief trouble maker, life would be a lot easier. So… in our demo, you're on the trail of one such bad guy, burning through the desert roads of Egypt on the road to Libya. To accelerate, push forward on the joystick and steer with left and right. For extra speed, tap the space bar for a swift turbo up the rear. Hit the fire button to shoot your pistol, or press and hold the fire button. Your target changes to a large square indicating that you're about to launch one of your missiles!



The *Turbocharge* control panel (from left to right) Speedo (graphic display and digital mph); fuel gauge (decreasing bar meter); percentage damage meter (reach 100% and it's game over); number of missiles remaining; and your current score

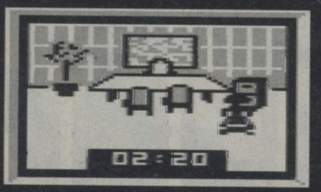
ma 'Hold down SHIFT and press RUN/STOP' method. Got it?

HACKER II – THE DOOMSDAY PAPER

Activision

Following your previous hacking antics you've been earmarked by the CIA as the leading expert on electronic security systems. Your mission (which you'd better accept or else they'll nail you to a door) involves breaking into the surveillance system of a secret Siberian base. Somewhere inside lies a vault containing the Doomsday Paper – a document outlining the East's imminent plans to overthrow the capitalist West and… yeah, you get the idea.

At the start of the game you're asked to identify certain features of the equipment you're going to use, so you can familiarise yourself with their function. (With logical thought and some trial and error, you should get through this no problem.)

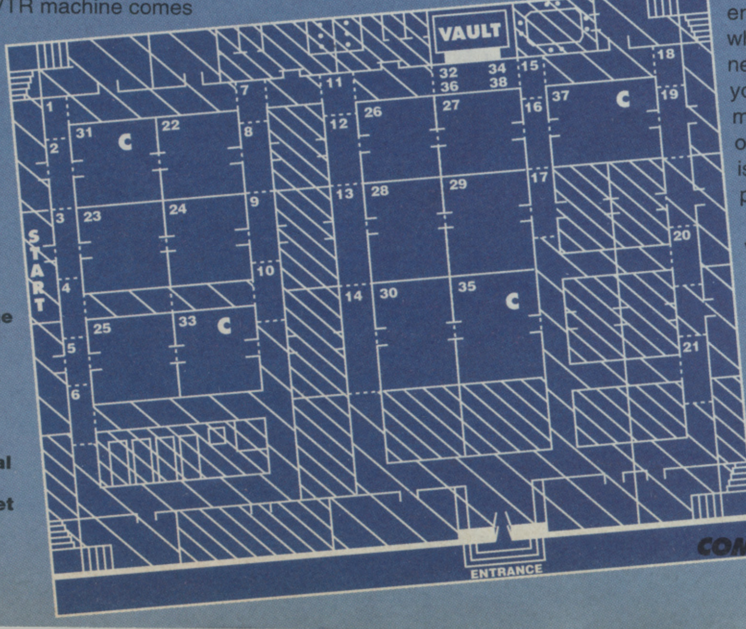


Mobile Remote Units are steered using left and right to rotate, forward and back to advance or retreat. Here we've reached one of the cabinet rooms. To access the cabinet, move in front of it and then push forward. The MRU command screen should appear, so type ROA. After that, it's up to you…

Once you've passed these security checks, your Multi-Function Switching Matrix (MSFM) appears. This video board has four VDUs which allow you to monitor and interrupt the enemy's surveillance system, and also provides you with control over three Mobile Remote Units (MRUs) which have been smuggled into the complex. These are your only means of locating and collecting the Doomsday Paper.

Now the trick is this: whenever your MRU moves through a room or corridor, there's a good chance that the surveillance cameras will pick it up and activate an Annihilator. These hunter-killers home in on your MRU and… well… you'll see soon enough!

This is where your VTR machine comes into play. You can bypass the live image on a particular camera using a pre-recorded tape. These tapes show normal views of the complex, allowing you to fool the intruder detection systems and move the MRU without setting off the alarm.



Here's a blueprint of the Siberian complex. Heavily shaded areas are inaccessible to the MRU. Lightly shaded areas have no camera surveillance. Numbers correspond to individual cameras and 'C' marks the location of a cabinet

To bypass a particular camera, click on VTR and then use + and - to select the right tape for the camera (they're numbered the same). To make sure the ruse is undetectable, you have to fast-forward the tape so that the time synch signal coincides *exactly* with that of other cameras (just compare the signal with that on a live monitor). Click on BYP to bypass the real-time camera signal and then you can move your MRU without being detected – well, until you get within range of another camera, of course. Oh, and watch out for roving security guards as well (heck!).

Your aim is to guide your MRU through the complex and locate four cabinets which contain sections of the vault's eight-digit keypad combination.

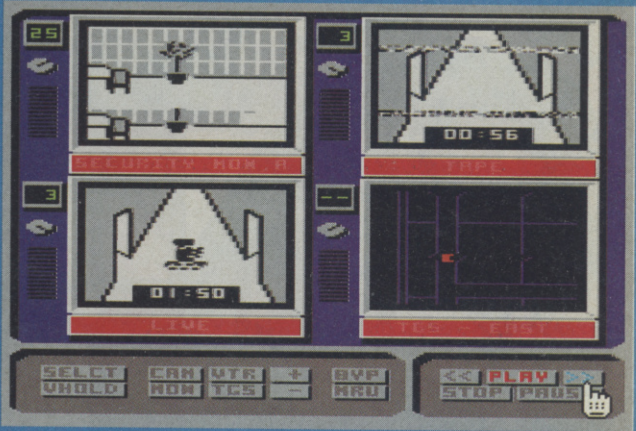
You can monitor your MRU's movements on camera (but then so can the security guys, if you don't run a tape bypass!). When you find a room with a cabinet, steer the MRU so it faces directly in front of the cabinet, and push forward. The MRU command screen then appears. At this point you should type in 'ROA' to access the Remote Optical Analyser. The MRU needs the correct access code to open the cabinet and while CIA agents have already discovered the code to one of these cabinets – which is RED 7 – you don't know which cabinet this is for. Find this cabinet and it'll give you part of the eight-digit combination to the main vault, plus the access code to the second cabinet. Carry on until the fourth cabinet is open and you should then have all four parts to the vault keypad code.

And another thing: cabinets also house the vault alarm deactivation system. This must be switched off in the right order (cabinet one first). Having discovered the right order, this will then provide a fairly strong hint as to the full combination. Once the vault is open, you must study both the access codes and combination in order to decide which is the correct paper to take. Once you've sussed it, swipe the Doomsday Paper and make good your escape via the entrance. Hurrah!

➤

Hacking your way through…

This is where it all happens. The four video screens are currently showing (clockwise from top left) the picture on security monitor A (both monitors cycle through all the surveillance cameras in turn). This screen needs its vertical hold tweaking; a tape of camera 3 being fast forwarded; the MRU guidance system (that's the little guy in orange); and a live signal from camera 3 (with your MRU scurrying across the corridor).



The panel on the right is a straightforward representation of the VTR controls. To see a tape while it's fast-forwarding, press PLAY first, then click on the arrowed button.

The controls on the left go like this:

SELECT – Cycle through the four video screens
VHOLD – Alter the vertical hold so the screen is steady. Press and hold the fire button, then move the joystick up and down
CAM – Select a live camera signal
MON – Select one of the two surveillance monitors
VTR – Activate the video tape recorder
+/- – Alter the number of the camera or tape being monitored
BYP – Once the correct tape is running, bypass the corresponding camera by clicking on this button
MRU – With the security system thus fooled, kick your Mobile Remote Unit into motion!

I'M COMIN'
GET YAA

ROLLING RONNY – The Errand Boy

VIRGIN

Young master Ronny (known as Rolling to his chums) is an errand boy working in the sunny and totally fictitious town of Fieldington. Unbeknownst to friends and relatives, young Ronny lives a dual existence – delivering parcels by day and acting as an undercover agent for Scotland Yard by… er… the other part of the day.

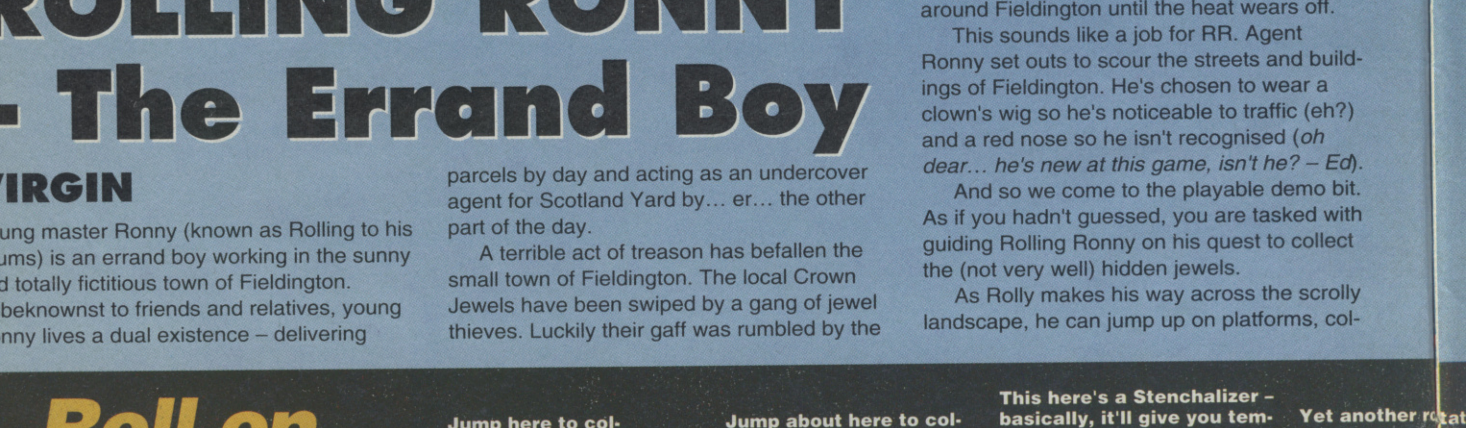
A terrible act of treason has befallen the small town of Fieldington. The local Crown Jewels have been swiped by a gang of jewel thieves. Luckily their gaff was rumbled by the rozzers, and said thieves have been forced to split up the jewels and secrete them in and around Fieldington until the heat wears off.

This sounds like a job for RR. Agent Ronny set outs to scour the streets and buildings of Fieldington. He's chosen to wear a clown's wig so he's noticeable to traffic (eh?) and a red nose so he isn't recognised (*oh dear… he's new at this game, isn't he? – Ed*).

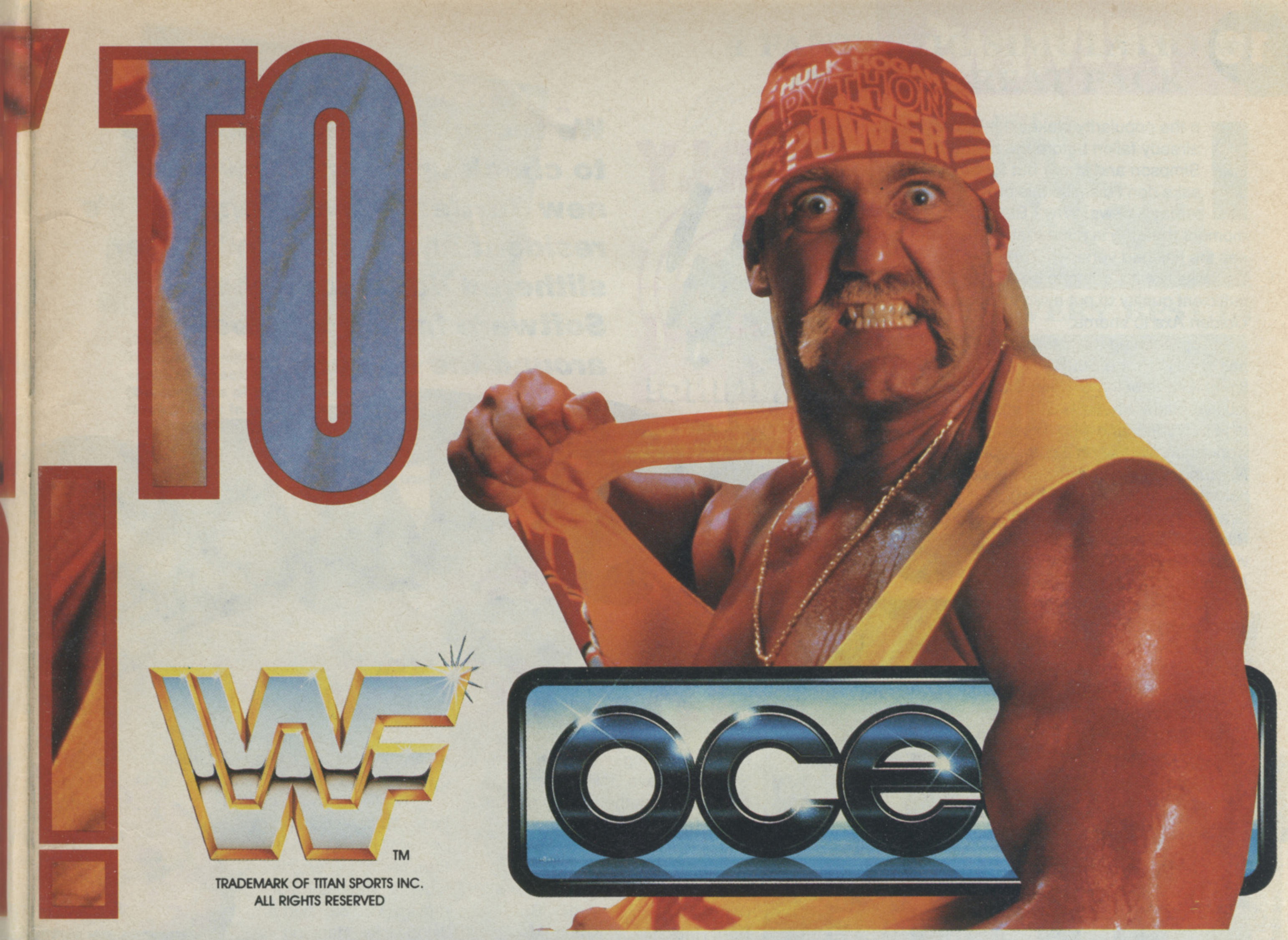
And so we come to the playable demo bit. As if you hadn't guessed, you are tasked with guiding Rolling Ronny on his quest to collect the (not very well) hidden jewels.

As Rolly makes his way across the scrolly landscape, he can jump up on platforms, col-

Roll on...


Jump here to collect a secret coin
Jump about here to collect two secret coins
This here's a Stenchalizer – basically, it'll give you temporary invincibility
Yet another r
box for the co
Beware of the car – either jump up onto the wall, or blast it and get a coin
Collect this spinning jewel box
Should be another spinny jewel box here
Jewel box alert!
This arrow doesn't actually do very much – shoot it for a cash bonus
Le
ge
co

Still rollin' along: COMMODORE FORMAT 13, October 1991


TO
!
HULK HOGAN
PYTHON POWER
WWF TM
TRADEMARK OF TITAN SPORTS INC.
ALL RIGHTS RESERVED
oce

lect power-ups, shoot baddies (to reveal coins) and even deliver parcels in exchange for extra dosh. His movements are bog-standard joystick directions, plus up and diagonal to jump.

This mammoth demo takes you across the whole of one level, in which you must collect all the jewel cases (small rotating grey blocks) and collect enough cash for the bus trip to the next level. You also get to deliver parcels in return for money, either by picking up parcels off the road, or by bumping into people who need something delivered. Just follow the on-screen prompts and you won't go far wrong.

You'll have to use the power-ups to collect some of the jewel cases (like superjumps and the magnetofluct smart-collect) so you'd better familiarise yourself with these items…

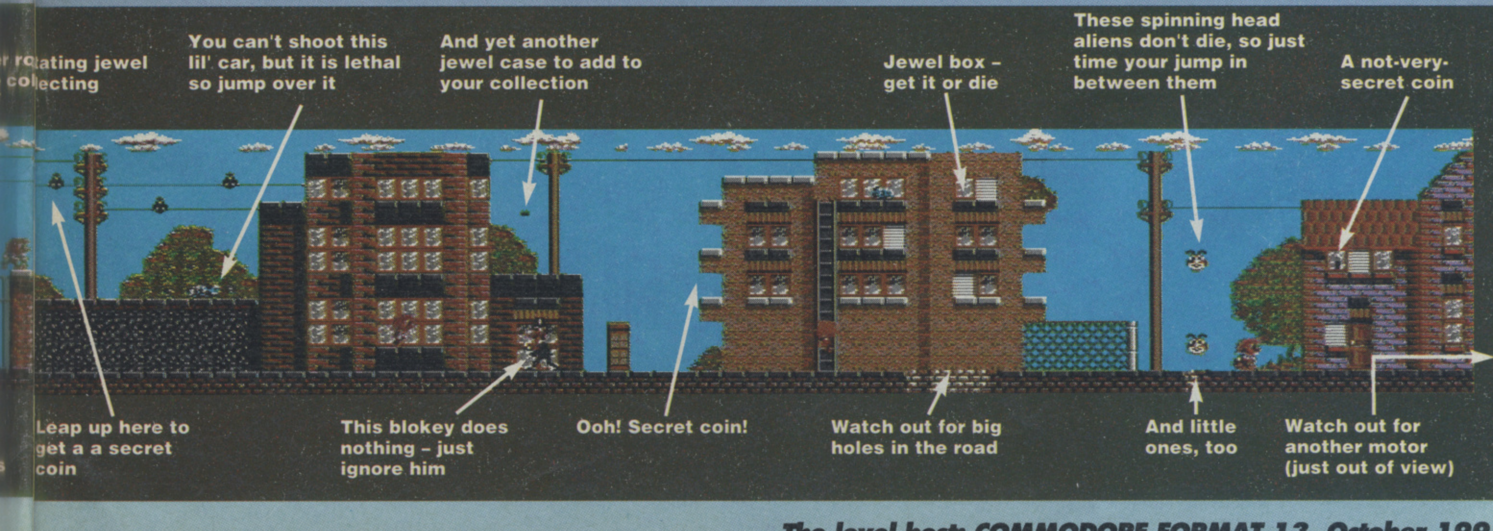
POWER-UPS

There are a number of power-ups that can be obtained simply by picking them up along the way or by spending some dosh in the shop.

Ronny can only carry four power-up items at one time (including parcels), which are placed into the four boxes, bottom right of the display panel. Items are activated with a tap of the appropriate function key; the four boxes are labelled accordingly.

SHOP

HEALTH – Increases your life status
ENERGY – Actually increases your ammo store (the fruit meter along the bottom)
SUPERJUMP – Allows Ronny to perform huge leaps – for a short while
MEGAHONK – Temporary invincibility
MAGNETOFLUCT – Attracts any goodies on screen, sort of like a smart collect bomb
STENCHALIZER – Freezes all the baddies on screen
POWERSNEEZE – Smart bomb – wastes any killable enemies on screen
EXTRA TIME – Take a wild guess…


r rotating jewel collecting
You can't shoot this lil' car, but it is lethal so jump over it
And yet another jewel case to add to your collection
Jewel box – get it or die
These spinning head aliens don't die, so just time your jump in between them
A not-very-secret coin
Leap up here to get a a secret coin
This blokey does nothing – just ignore him
Ooh! Secret coin!
Watch out for big holes in the road
And little ones, too
Watch out for another motor (just out of view)

We thought it was about time to check up on Imageworks' new Turtles conversion, so CF's resident amphibian Andy Dyer slithered down to Probe Software for a good nosey around the sewers...

TURTLES
THE COIN-OP

In the popularity stakes the Turtles have already fallen before the might of Bart Simpson and family but for heaven's sake don't dismiss this preview as yesterday's news. Why? Because at the moment (bearing in mind that we have yet to see the finished version), *Turtles – The Coin-Op* looks like it's going to be a beat 'em up of sufficient quality to put even the likes of *Golden Axe* to shame.

Programming the return of the heroes in a half shell is Probe Software. The main bulk of the coding is being done by Daryl Bowers, an elusive fellow who lives in a small fishing village in Norfolk and who has previously worked on *North And South*, *Operation Neptune*, *Tin Tin* and *Viz* (but we don't hold the last one against him). Graphics are the work of Hugh Riley, previously known for the visuals on *Back To The Future III* (yoiks!), *The Last Ninja* (cor!) and *Time Machine* (swoon!). Aural treats are supplied by Jeröen Tel and if I listed all the stuff he's worked on, it'd fill most of the mag. Finally an honourable mention must go to Simon Nicol who developed a routine used in the game for getting oodles of flicker-free sprites on screen. Apparently, the idea came to him in a dream but that was probably complete bull to make him sound interesting (*you should borrow his technique – Ed*).

The programmers were reluctant to go into any details of a plot and I have this gut feeling that there isn't one.

What there is is a series of missions, a few examples being: save April from a burning building, save April from Shredder, save Splinter from Shredder, kick the living daylights out of Be-Bop and Rocksteady and fight Krang.

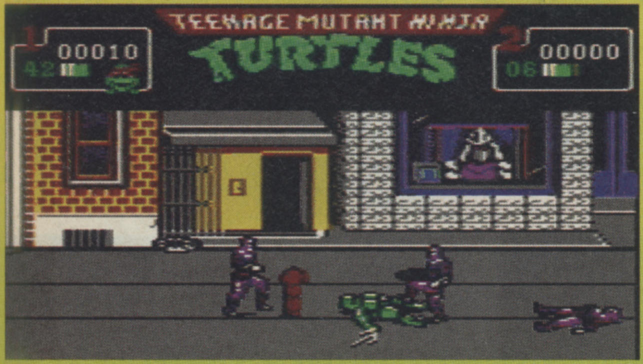
As you can tell, all the famous cartoon Bad Guys have been included; Shredder, Be-Bop, Rocksteady, Krang, Mr Baxter and his flying machine, they're all in there. In addition, the main bulk of the challenge involves dealing with a large number of their unnamed cohorts. And if you're supposed to kick their asses, you can bet your last slice of deep-pan that they'll try to kick yours – in whatever way possible. They kick you, stab you, spear you – some throw manhole covers and tyres at you. And they're nothing compared to other ray gun and electric lasso-wielding cronies.

The basic aim of each level is simple enough: get through to the end. Each screen rapidly fills up with enemies (three on screen at once as opposed to only one in *Golden Axe*, declare the Probe team). Kill them all and one of the main bad guys appears. Defeat him and it's on to the next screen. It's a simple game formula but one that works. The lack of elaborate gameplay means there's more of an emphasis on the beat 'em up element.

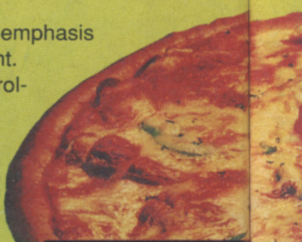
The Turtle you're controlling (you can choose any one of the four) can perform plenty of heroic half-shell-type combat moves. You can perform flying kicks, standing kicks, slashes, upper cuts, lower cuts(?), leaps and super-swipes (which are sort of roundhouse slashes).

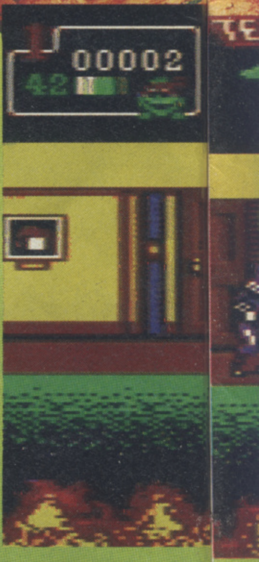
I've never been a great Turtles fan but in this particular case I have to admit that the work so far looks pretty dandy. The gameplay has been kept as close as possible to the Konami coin-op with only the omission of the skateboarding section.

Be sure to catch the full, exclusive PowerTest next month. And if that isn't promise enough, we'll also be having a fully playable *Turtles* demo on the covertape! Pizza fans should be in seventh heaven – and you never know, you just might have to go and dig out your old Turtles T-shirt again!

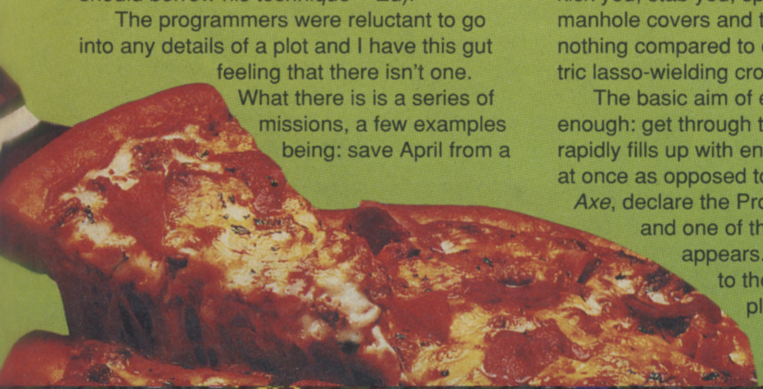


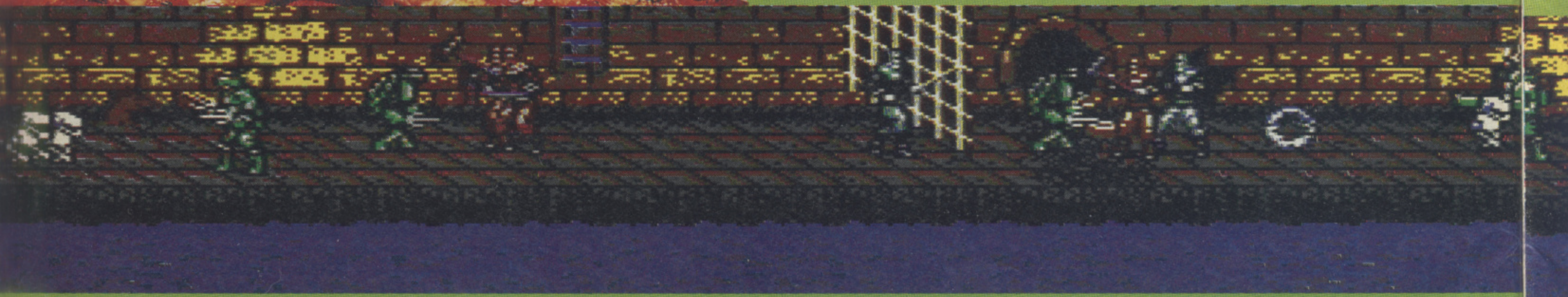
Oh dear, looks like your poor old greenie is getting a good kicking! And what's Shredder doing in that building?

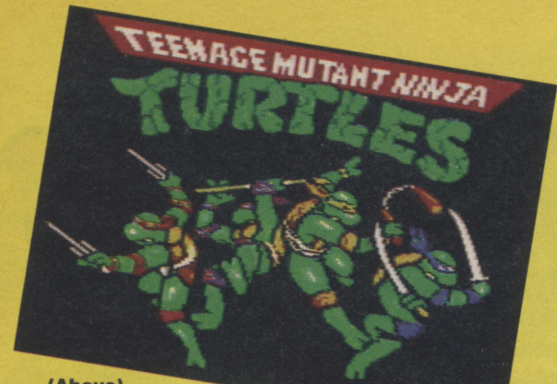




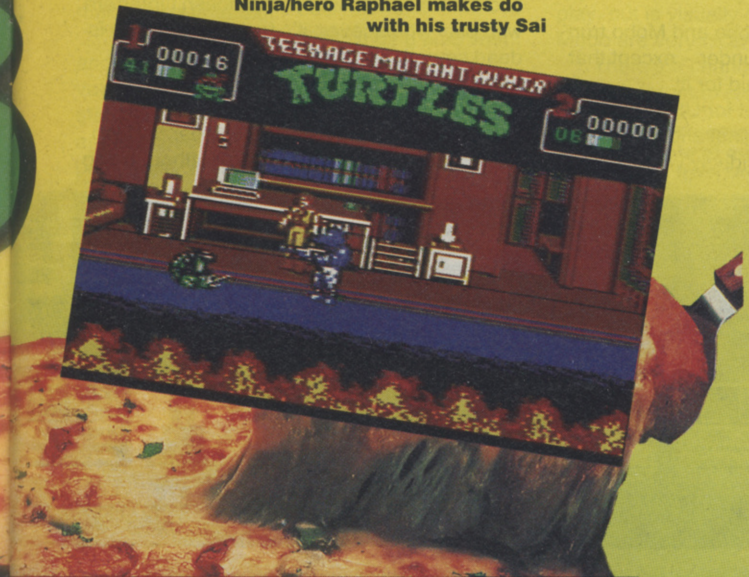
In a bid to liberate April fro
through a burning apartme
mated). Here, one of the ha
hit by Shredder's cronies.

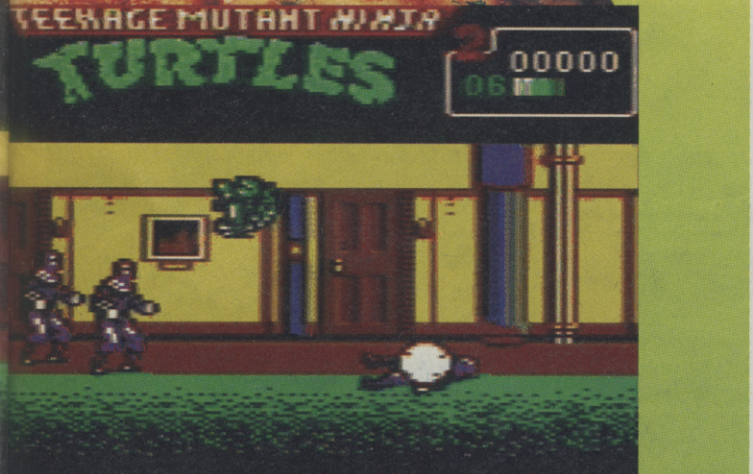




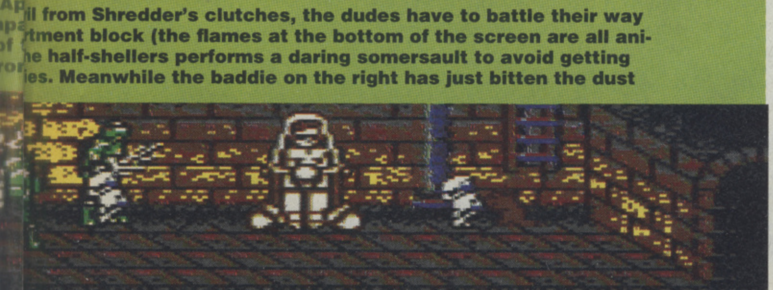


(Above)
The awesome foursome are back and ready to rock
(Below) One of the pizza-eaters faces Rocksteady in a battle to rescue April. Fighting a typically unfair fight, Rocksteady brandishes a stonking great blaster, while Ninja/hero Raphael makes do with his trusty Sai





il from Shredder's clutches, the dudes have to battle their way tment block (the flames at the bottom of the screen are all ani- he half-shellers performs a daring somersault to avoid getting ies. Meanwhile the baddie on the right has just bitten the dust



With several screens joined together you can see just what your turtle will be up against when the game arrives. This sequence was taken on level four, down in the sewers

4 FANTASTIC SIMULATIONS
IN ONE GREAT PACK

SUPER SIM PACK

COMBINING THE VERY BEST IN

INTERNATIONAL 3D TENNIS
The innovative use of vector graphics has created a game with unrivalled playability.
©1990 Palace Software Ltd.
CBM 64/128

TENNIS

CRAZY CARS II
At last the amazing follow-up to one of the most successful games ever!
AMIGA
TITUS
© Titus 1988, 1989.

DRIVING

*ITALY 1990 WINNERS EDITION
Recreate the excitement of the world cup. Authentic Game Action - Take Your Team To The Finals-Unique Playing Features
©1990 US Gold Ltd.
AMSTRAD

SOCCER

AIRBORNE RANGER™
Danger and suspense behind enemy lines.
SPECTRUM
MICRO PROSE
©1987 Microprose Software Inc

AND AIRBORNE ACTION

Available on:
Amstrad & CBM 64/128 cassette & disk,Spectrum cassette, Atari ST, Amiga and PC & Compatibles
(3D Tennis is replaced by Heavy Metal on PC version)

U.S. GOLD®

*Italy 1990 Winners Edition Programme.
This compilation © 1991 US Gold Ltd. All rights reserved
US Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021-625 3366
Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerable between different formats in quality and appearence and are subject to the computers specification.

BONANZA BROS

Mobo and Robo Bonanza are two extremely odd-looking cat burglars (and no, that doesn't mean they steal cats). Having been only moderately successful in their chosen occupation – which means that they've been caught on numerous occasions and spent much of their formative years behind bars – they've decided to go straight(ish).

Sitting in their living room one evening, their favourite TV programme, 'Pro-Celebrity Break-In', is interrupted by the image of a strange man appearing on the screen.

'Good evening boys,' says the mystery guest. 'I've got a job for you which should right up your alley! My businesses are being robbed, and I need to hire someone to test my security force.

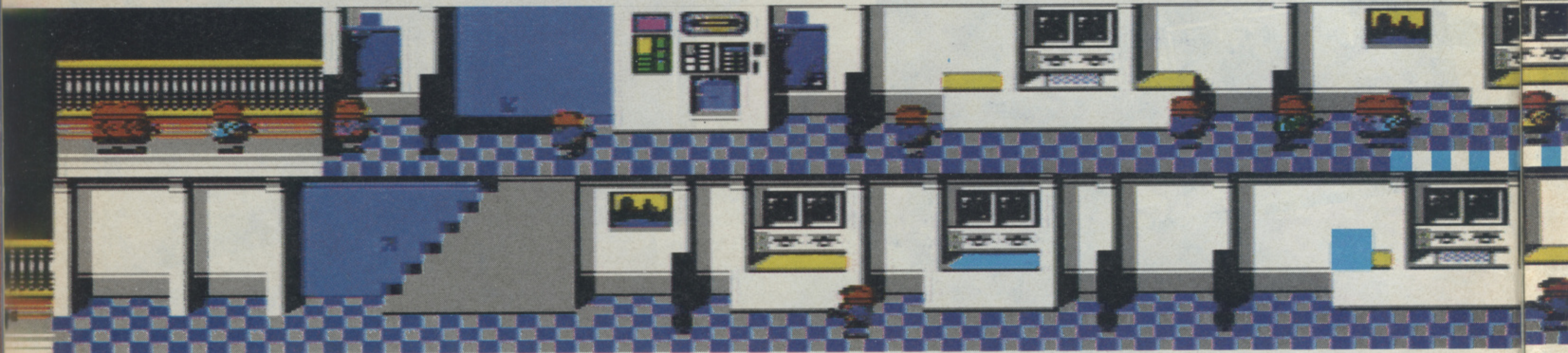
'I have placed certain items in each building for you to gather. If you can retrieve them all, I will reward you well…'.

Without further ado, Robo and Mobo trundle off to rob, steal and plunder – except that this time they're getting paid for it!

And so the scene is set for US Gold's conversion of the very original and stylish Capcom coin-op. This decidedly weird simultaneous two-player collect 'em up is rapidly taking shape, as our screenshots will testify. Some of the sprites haven't been put in yet, but otherwise this early demo version is looking very smart indeed.

The two-player gameplay is accomplished with a screen split horizontally into two halves. Surprisingly, this doesn't interfere with play whatsoever: it's fast, the scrolling is dead smooth and all of the arcade features are present, including doors which swing open when you boot them!

The aim is pretty simple: wander through each scene, collect the goodies without being



ROBOZONE

The year is 2067 and planet Earth is in a right state. Pollution has driven the rich and important leaders to live on city ships in the middle of the ocean, free from the filth of the cities.

In the meantime, Wolverine robots (looking like a cross between ED-209 and a Scout Walker) have been installed to patrol the cities on land and keep a tight rein on the remaining humans until pollution falls to a safe level.

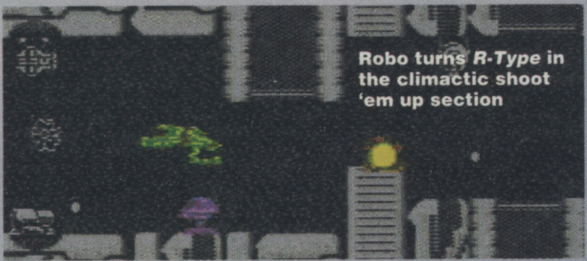
Slowly the Wolverine forces are depleted until only one droid remains. And now there is a new challenge: an army of insect-like robots – the Scavengers – has appeared from the heart of New York, and are tearing the city apart. Taking the helm of the lone Wolverine you have to battle through to their source and save New York! A dark and dangerous journey awaits.

Well, that's the theory. The fact is that Imageworks' new game (which is due out in October) is split into three stages. The first section takes you on a sideways scrolling shoot out through the New York subway system. Find your way to the end-of-level guardian and waste him.

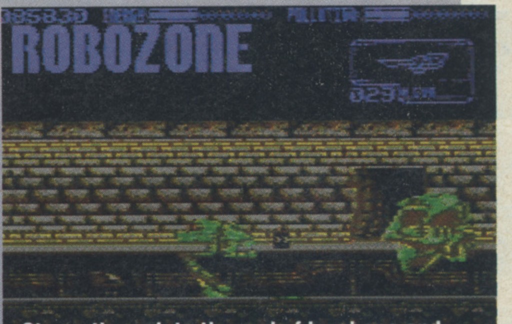
Stage two features another scrolly section where the Wolverine strides along city streets blasting everything in its path. At the end of this too, you have to defeat a ridiculously oversized foe. Unfortunately, this section lacks the first-person 3D viewpoint offered in the other eight-bit versions.

The final chapter boasts an *R-Type* style shoot 'em up section, in which the last Wolverine turns into a hovering fighter, running the gauntlet of Scavenger forces, hence the R-Typical overtones.

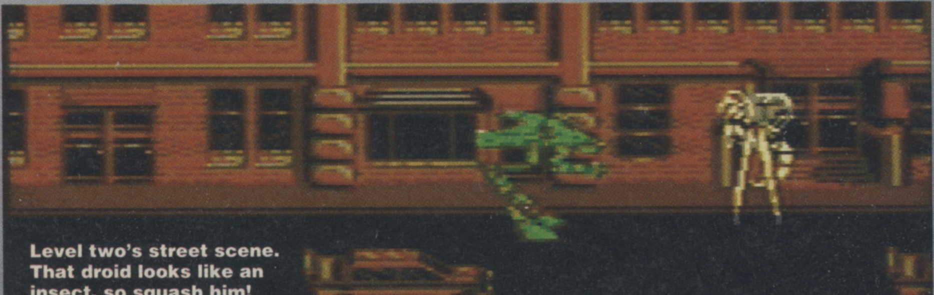
It all looks and sounds rather average, but good games have been made of less. Our own acquisition systems are working on getting hold of a finished version of *Robozone* to bring to a PowerTest near you, soon.



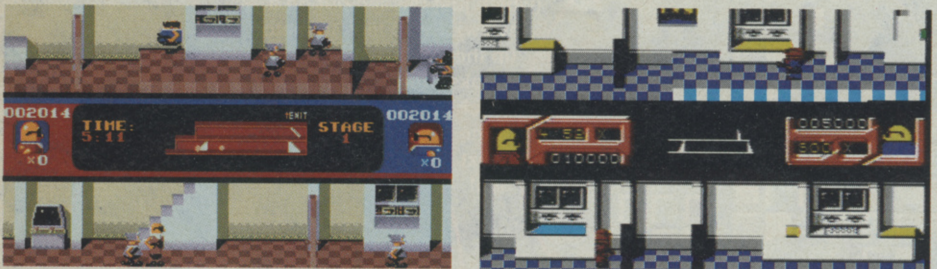
Robo turns *R-Type* in the climactic shoot 'em up section



Stomp through to the end of level one and big-head here wants a quiet word in your lugs



Level two's street scene. That droid looks like an insect, so squash him!



Here's the (nearly) arcade perfect Amiga version up against the 64 version. As you can see 64 *Bonanza Bros* is shaping up quite nicely. It scrolls smoothly, the simultaneous two-player action is really neat, and the graphics work well. Let's hope it plays as good as it looks

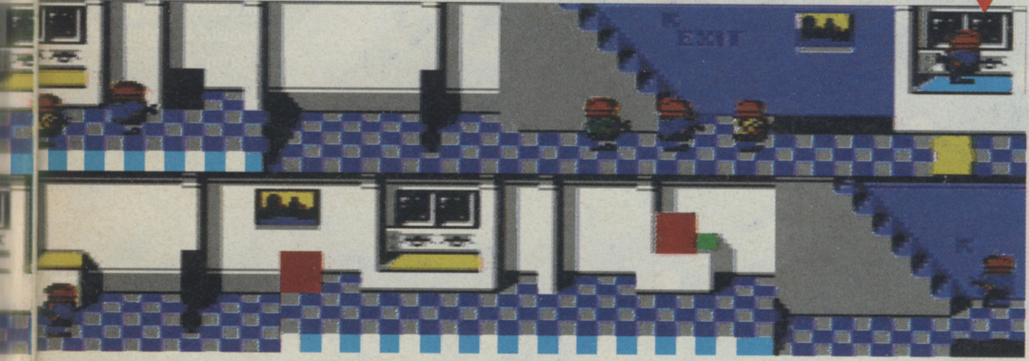
clobbered by the patrolling guards (you can hide at certain points in the scenery) and make good your exit.

The game is made difficult by a time limit and the fact that the area to be cleared of valuables is set over several floors. Find a stairway and your Bonanza brother scoots to another level – a sequence which is handled particularly well on the 64.

The early demo we've seen is missing some of the sprites and most of the gameplay, but is visually quite smart. Robo and Mobo are very nicely animated indeed!

There's a chance of a review next month, so don't forget to steal out and buy *CF*14!

With lots of screens glued together you can see the whole of our demo level in one go! (Well, apart from the 'Exit' roof bit)



SNIPPETS

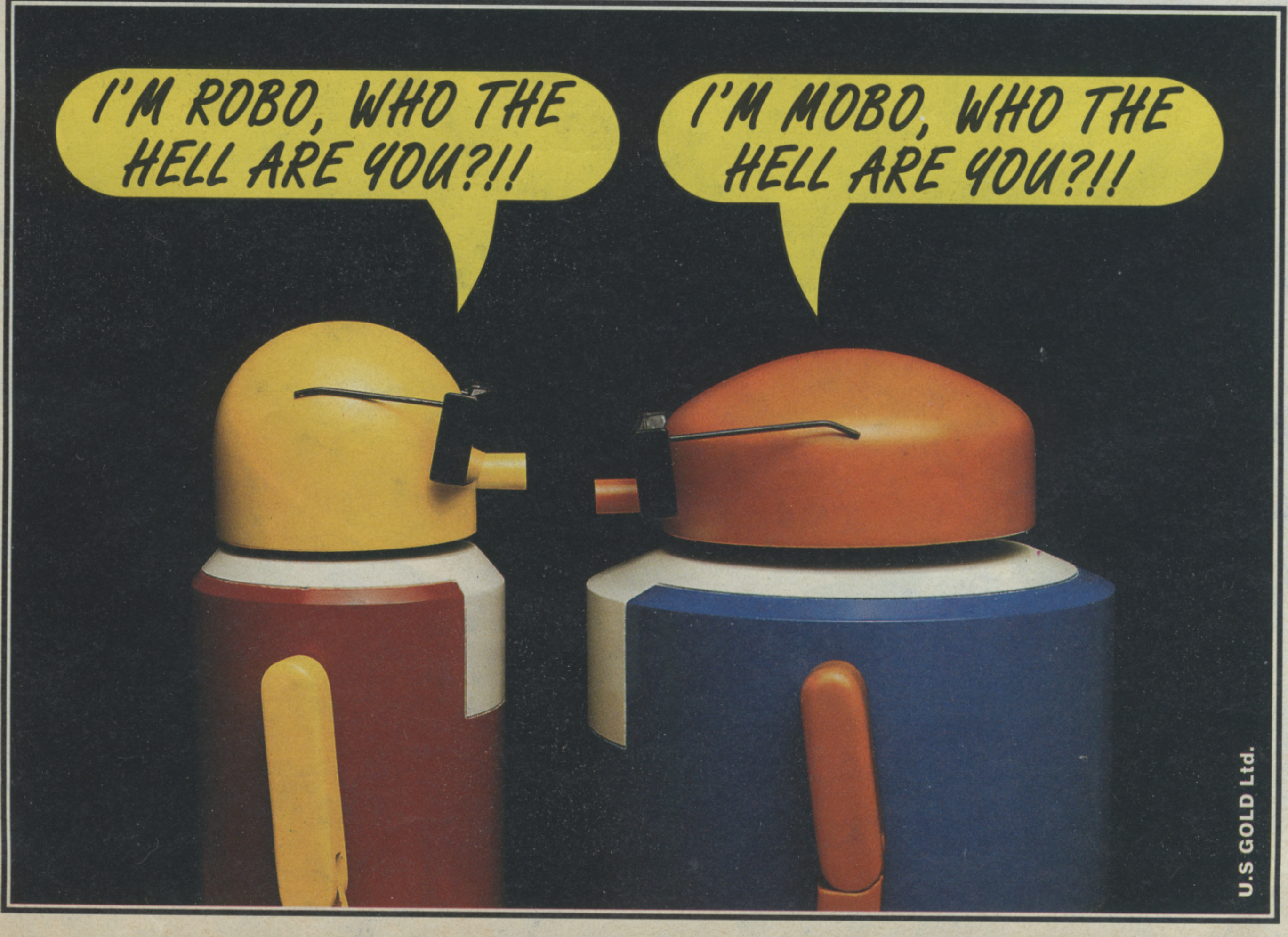
SHOW TIME!

AMIGA FORMAT presents
World of Commodore
15 - 17 November 1991
Commodore

This year's CES show may have been cancelled, but that just gives you a good excuse to visit this year's Commodore Show instead. Officially entitled Amiga Format presents World Of Commodore, the show – staged at Earls Court II between the 15th and 17th of November – is sponsored by Commodore and Future Publishing. There'll be a massive Future stand featuring question and answer sessions with magazine teams and programming crews like Graftgold, The Bitmap Brothers and Bullfrog.

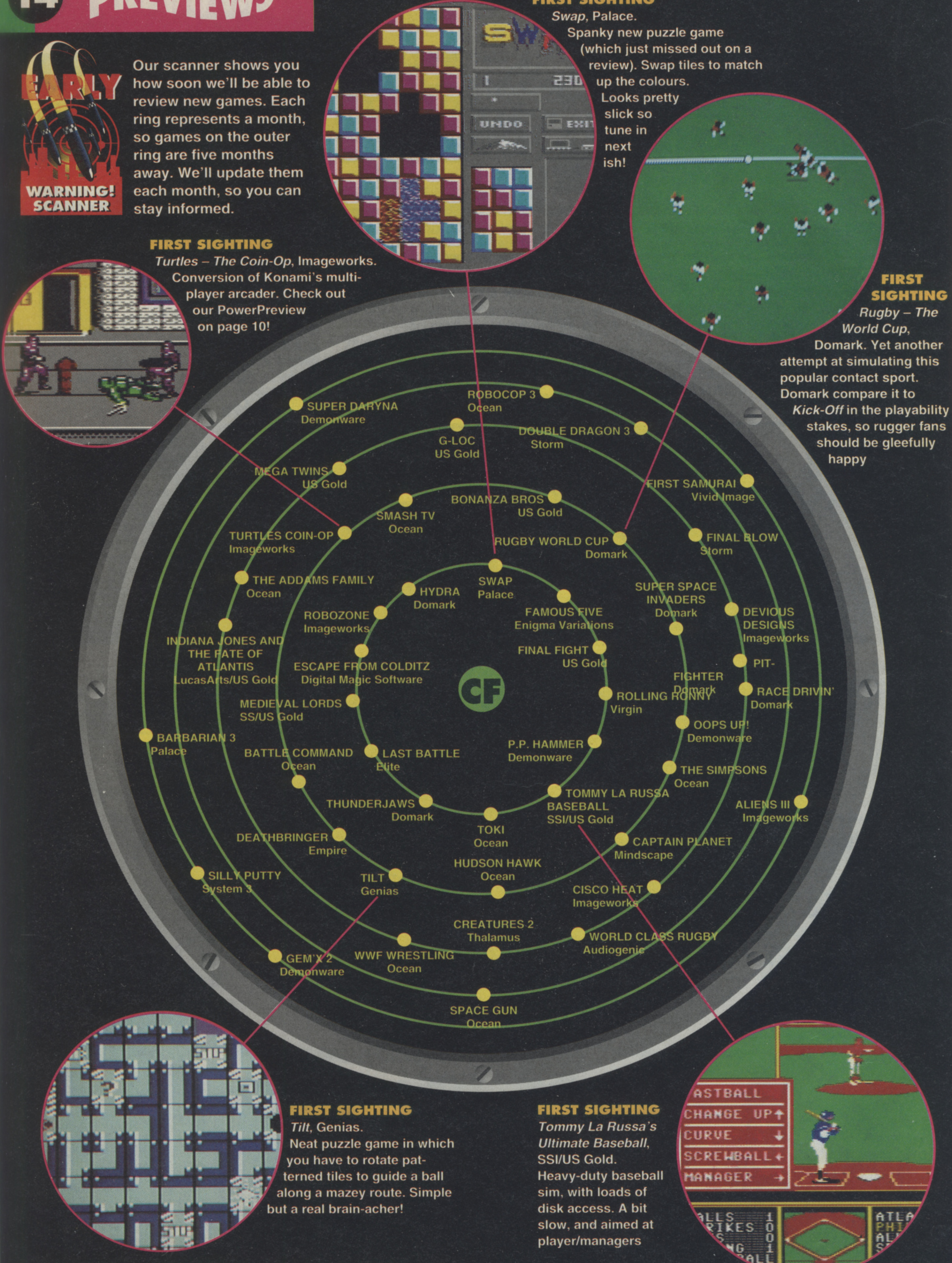
There's going to be a stand for every software house producing software for Commodore computers, so there'll be lots of new games to get a first glimpse of.

Doors open at 9.00 and the public days are Friday, Saturday and Sunday. It costs £6 for adults or £4 if you can convince the bloke on the door that you're 14 or under 15. Check out the show guide next ish or see ya there!


I'M ROBO, WHO THE HELL ARE YOU?!!
I'M MOBO, WHO THE HELL ARE YOU?!!
U.S GOLD Ltd.

EARLY WARNING! SCANNER

Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are five months away. We'll update them each month, so you can stay informed.


SW
1
230
UNDO
EXIT
SUPER DARYNA
Demonware
ROBOCOP 3
Ocean
G-LOC
US Gold
DOUBLE DRAGON 3
Storm
MEGA TWINS
US Gold
FIRST SAMURAI
Vivid Image
SMASH TV
Ocean
BONANZA BROS
US Gold
TURTLES COIN-OP
Imageworks
RUGBY WORLD CUP
Domark
FINAL BLOW
Storm
THE ADDAMS FAMILY
Ocean
SWAP
Palace
HYDRA
Domark
SUPER SPACE INVADERS
Domark
ROBOZONE
Imageworks
FAMOUS FIVE
Enigma Variations
DEVIOUS DESIGNS
Imageworks
INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts/US Gold
FINAL FIGHT
US Gold
PIT-FIGHTER
Domark
ESCAPE FROM COLDITZ
Digital Magic Software
CF
ROLLING RONNY
Virgin
RACE DRIVIN'
Domark
MEDIEVAL LORDS
SS/US Gold
OOPS UP!
Demonware
BARBARIAN 3
Palace
BATTLE COMMAND
Ocean
LAST BATTLE
Elite
P.P. HAMMER
Demonware
THE SIMPSONS
Ocean
THUNDERJAWS
Domark
TOMMY LA RUSSA BASEBALL
SSI/US Gold
ALIENS III
Imageworks
TOKI
Ocean
DEATHBRINGER
Empire
CAPTAIN PLANET
Mindscape
HUDSON HAWK
Ocean
SILLY PUTTY
System 3
TILT
Genias
CISCO HEAT
Imageworks
CREATURES 2
Thalamus
WORLD CLASS RUGBY
Audiogenic
GEM'X 2
Demonware
WWF WRESTLING
Ocean
SPACE GUN
Ocean
ASTBALL
CHANGE UP ↑
CURVE ↓
SCREWBALL ←
MANAGER →
ALLS 1
RIKES 0
S 0
NG 1
BALL
ATLA
PHI
AL
S

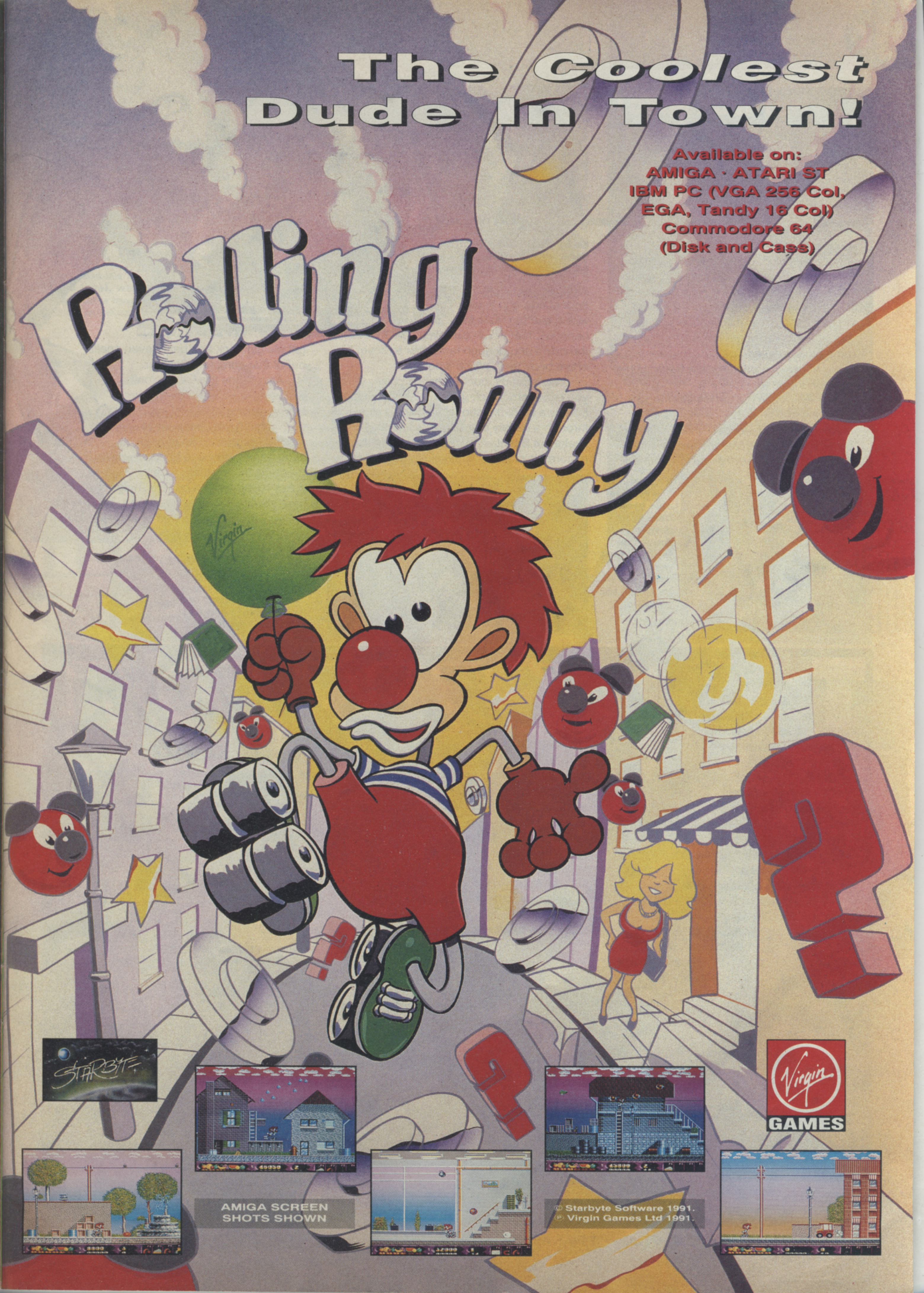
FIRST SIGHTING
Swap, Palace.
Spanky new puzzle game (which just missed out on a review). Swap tiles to match up the colours. Looks pretty slick so tune in next ish!

FIRST SIGHTING
Turtles – The Coin-Op, Imageworks.
Conversion of Konami's multi-player arcader. Check out our PowerPreview on page 10!

FIRST SIGHTING
Rugby – The World Cup, Domark. Yet another attempt at simulating this popular contact sport. Domark compare it to *Kick-Off* in the playability stakes, so rugger fans should be gleefully happy

FIRST SIGHTING
Tilt, Genias.
Neat puzzle game in which you have to rotate patterned tiles to guide a ball along a mazey route. Simple but a real brain-acher!

FIRST SIGHTING
Tommy La Russa's Ultimate Baseball, SSI/US Gold.
Heavy-duty baseball sim, with loads of disk access. A bit slow, and aimed at player/managers


The Coolest Dude In Town!
Rolling Ronny
Virgin
Starbyte
Virgin GAMES
AMIGA SCREEN SHOTS SHOWN

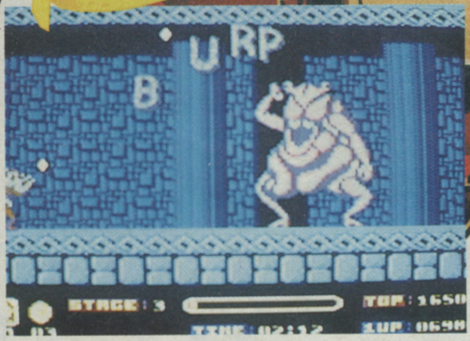
Available on:
AMIGA · ATARI ST
IBM PC (VGA 256 Col, EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)

© Starbyte Software 1991.
℗ Virgin Games Ltd 1991.

TOKI

It seems like we've been waiting years for news of Ocean's new coin-op conversion. Well here, at last, is absolute proof that not only is it being coded, but it's pretty damn near finished as well! The game – a copy of the Tad Corporation (who?) arcade machine – follows the exploits of some blokey called Toki (oh, you knew?) who falls in love with some girlie called Miho. Enter upon this lovey-dovey scene one incredibly evil wizard called Bashtar (and a right one his too).

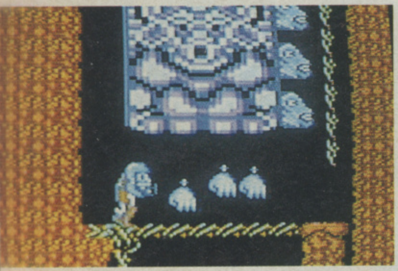
Seeing that his beloved Miho has fallen for some thicky local yokel instead of a tall, dashing, handsome wizard-type, he immediately whisks her away to his dark abode and leaves Toki with a sudden taste for bananas, feet which can play the piano and enough facial hair to cover his entire body (er… which it does).



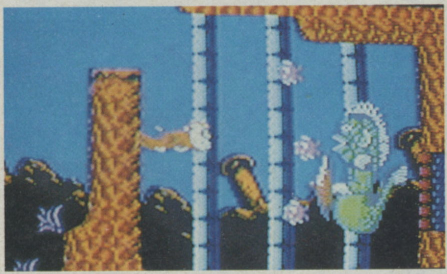
End-of-level guardians are dealt with maturely and sensibly – by spitting at them

Yep indeedy, our champ's a chimp. And you can pretty much guess the rest: what follows is a multi-directional scrolling romp through a variety of tortuous levels as Toki seeks out Bashtar's palace on a quest to restore his place in the evolutionary ladder, get his girl back and beat seven spells out of that complete Bashtar.

As regards the 64 version, well… er, we haven't seen it yet. However, one of our roving reporters brought back these luscious screen shots to give you a taster of what's to come. Certainly the graphics – compared to the arcade-perfect Amiga version – look very good indeed. The main sprite is the spitting image of the coin-op original (which is quite apt, because Toki uses a fair



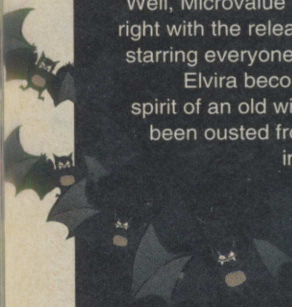
To protect Toki's massive great bonce, he dons an American football helmet. This one's not to be taken too seriously!



Ape-head comes up against an end-of-level seahorse in the watery level

ELVIRA

The hostess with the mostest is back! C64 Elvira fans were treated to a rather spiffy graphic adventure back around Maytime, but while Sean gave it a whopping double D-cup rating of 84%, it was a £25 disk-only product which meant that most gamer couldn't enjoy Elvira's outstanding features.



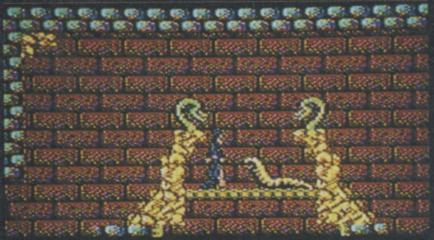
Well, Microvalue are about to put things right with the release of an arcade game starring everyone's favourite vamp.

Elvira becomes involved with the spirit of an old wizard king, who has been ousted from his kingdom by invading demons, dragons and monsters. He sends Elvira on a quest which, if successful, will enable him to return to his throne.

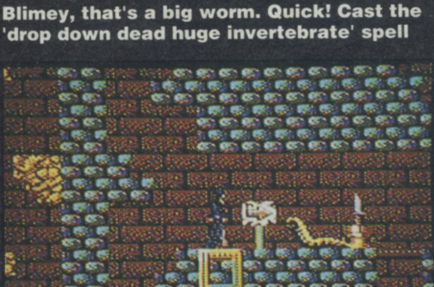
This new platform puzzler is split into three main levels, played over Hades, Arctic Earth and the wizard king's spooky castle. According to Microvalue, each map area contains no less than 235 screens (as many as the Amiga version), so there's plenty of Elvira to get lost in.

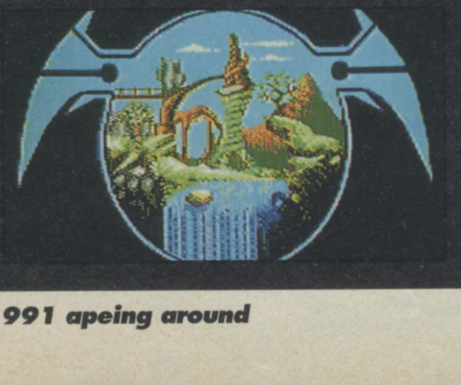
Elvira has a number of spells at her command, which can be cast to help her progress. For instance the teleport spell helps cut out a lot of walking; the fire-resistant spell can be employed in the warmer catacombs of Hades, and the feather-fall spell enables our heroine to step off precipices and land without as much as a wobble. There are plenty of valuable runes which can be collected and then used to buy extra spells or information from the trader who appears at intervals.

Flair's in-house coding team are working towards a November release, and the main programmer is something of a *Super Mario Bros* fan. So, not content with smooth, eight-way parallax scrolling, you can also look forward to a number of console-style tweaks such as secret rooms and special hidden features – unlike Elvira's! (*That's enough Elvira comments – Ed.*)



Blimey, that's a big worm. Quick! Cast the 'drop down dead huge invertebrate' spell

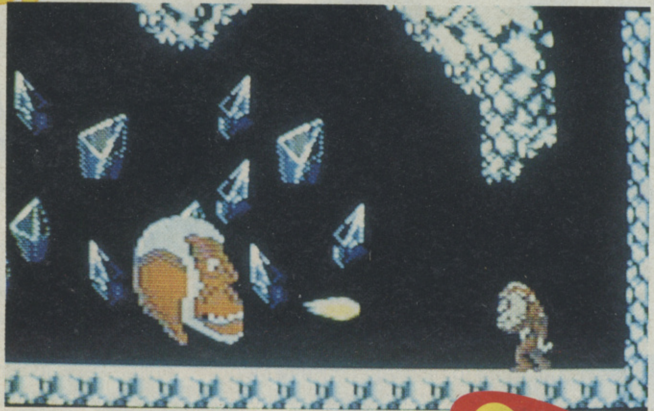




(Above) Ah, there's another one. What's that you say? You're looking for your brother? Er... nope. Sorry, haven't seen a limbless wriggling beastie for ages (gulp). (Left) Just one of the many slick presentation screens. This one acts as an intro to the wizard king's castle section

amount of gobbing to keep the bad guys at bay).

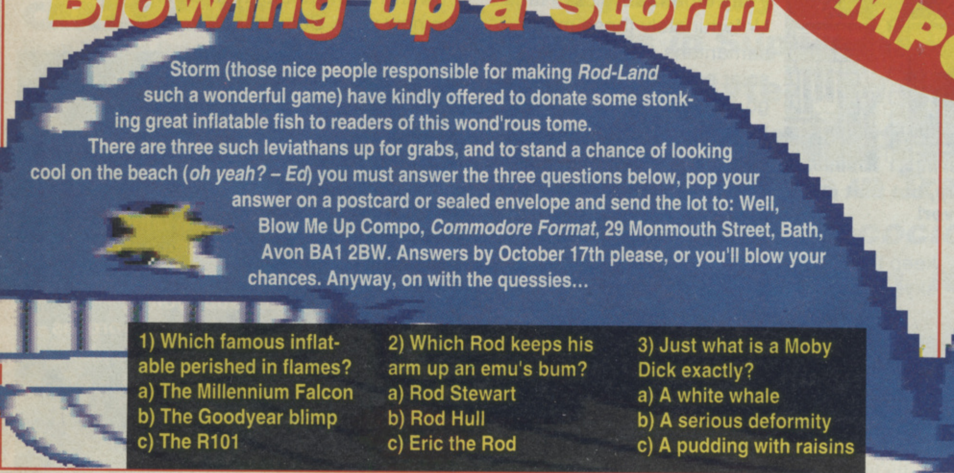
We probably won't be treated to the stunning parallax of the Amiga version, but if the gameplay's all there *Toki* could be another excellent coin-op convo to slide on your shelf between *New Zealand Story* and *Rainbow Islands*...



Toki meets his match on the ice level, where he runs up against a massive flame-spitting monkey head

COMPO

Blowing up a Storm



Storm (those nice people responsible for making *Rod-Land* such a wonderful game) have kindly offered to donate some stonking great inflatable fish to readers of this wond'rous tome.

There are three such leviathans up for grabs, and to stand a chance of looking cool on the beach (*oh yeah? – Ed*) you must answer the three questions below, pop your answer on a postcard or sealed envelope and send the lot to: Well, Blow Me Up Compo, *Commodore Format*, 29 Monmouth Street, Bath, Avon BA1 2BW. Answers by October 17th please, or you'll blow your chances. Anyway, on with the quessies...

1) Which famous inflatable perished in flames?	2) Which Rod keeps his arm up an emu's bum?	3) Just what is a Moby Dick exactly?
a) The Millennium Falcon	a) Rod Stewart	a) A white whale
b) The Goodyear blimp	b) Rod Hull	b) A serious deformity
c) The R101	c) Eric the Rod	c) A pudding with raisins

LOTUS POSITION

Latest word from the Gremlin camp is that a C64 version of *Lotus Turbo Challenge II* (the *Esprit* bit has been dropped so they can include the Lotus Elan) may not be impossible after all. Bearing in mind that *LETC* is the best two-player road racer on the C64, and previews of the 16-bit sequel have had reviewers agog with awe, we can only hope that *LTCII* makes it to the old beige box. We'll keep you posted!

C64 owners could soon be driving a Lotus Elan if Gremlin have their way...

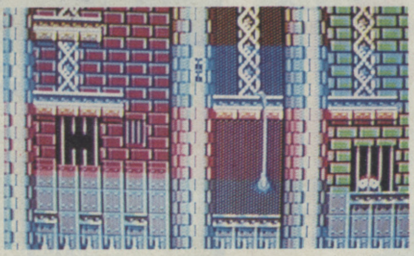
THE FIRST CRUSADE

Addicts of Gremlin's *HeroQuest* should prepare to drop their spellbook in favour of a bolt pistol, and get ready to face aliens instead of orcs, for *Space Crusade* for the 64 should be with us soon. Expect a playable demo on the tape and the full, exclusive review only in *CF*! (Where else?)

Bet you'd like to see the back of this monster...

SILLY PUTTY

With *Turbocharge* pretty much finished, just what can we expect next from the System 3 team? Another Ninja beat 'em up? A scrolling shoot 'em up? A football simulation? Nope. Down in Harrow-On-The -Hill, there are some mysterious goings-on. Talk of 'malleable heroes' and 'pliability' is interspersed with possessed robots, mad wizards and clog-dancing dogs clutching barrel organs. Yoiks!



it's only mock-up scenery, but that putty sprite is a real good mover!

Yes folks, you are about to enter the twilight world of (do-do-do-do, do-do-do-do…) Silly Putty!

Putty Moon is the origin of the Putty species. Small squishy, mouldable, bouncy beings who live in peace and harmony. Enter Dazzledaze, an evil wizard who ensnares the Puttys and exports them to other planets as chewing gum – the fiend!

Your task is to guide the one free Putty on a quest to rid the moon of Dazzledaze and his cronies. Section one is sort of a training mode, where you must master Putty skills in order to escape from Dazzledaze's palace. Reach the top of the palatial building and you must perform a mega-bounce to reach the planet of Zid around which Putty Moon orbits.

Cue section two, in which the robot inhabitants of Zid agree to help you rid Putty Moon of Dazzledaze and chums. The robots start building a tower high enough to reach Putty Moon (physics? Ha!). Unfortunately these metal samaritans are eight-bit solar powered jobbies, who go a bit loopy during the hours of darkness. Not only that, but DD's bad guys also attack at night. You must therefore exercise your Putty abilities in order to keep the robots in one piece, or the skyscraper just won't get built.

With the huge tower in place, it's on to section three where the robot army, under your command, attacks the hordes of Dazzledaze. With your help, the robots can defeat the enemy, leaving you to reach the palace room, kick DD's butt and allow the Putty line to continue.

OK. It's a wacky plotline, but so what? Well, for starters you control a piece of putty – for real! It can stretch, bounce, expand and explode, and assume the shape of other biological entities by absorbing them. The controls are nice and intuitive (which means that it acts just as you'd expect it to) and the animation is looking absolutely terrific.

This platform puzzling action is set over a series if static screens, and is very, very original. If all goes well, we should have a PowerPreview and playable demo early in the new year. Stay tuned!

Things to watch out for...

- **Voltage caterpillars which electrocute robots (destroy them with a fatal charge)**
- **A Teddy bear which wakes up and boots robots off platforms**
- **Black holes which suck you in**
- **Clog-dancing dogs with barrel organs – their heavyweight dancing lowers platforms creating precipitous drops**
- **Robot-possessing ghosts**
- **Monster-laying giant chickens**

...COMING SOON!
ALIEN STORM™
SEGA™
ARCADE HITS
MARKETED BY
U.S. GOLD®

© 1990, 1991, SEGA ENTERPRISES LTD.
All rights reserved. Alien Storm™ is
a trademark of SEGA ENTERPRISES LTD.
SEGA™ is a trademark of SEGA ENTERPRISES
LTD. Published by SEGA EUROPE LIMITED.
Distributed by U.S. GOLD LTD., Units 2/3
Holford Way, Holford, Birmingham B6 7AX.
Tel: 021 625 3366.

GAME BUSTERS

Find your way through* Robocop 2. *Cut corners in* Supercars. *Sit by the fire and figure out* Frost Byte. *And when you've completed those gruesomely difficult games, stop by for a bite with* Spike in Transylvania. *All this plus POKEs for the precocious in the ultimate codebusting column. Now read on. . .

CRAZY CARS

From **Robert Brown** of Todmorden
On the high score table, enter your name as 'FAST' to make you car go faster.

TIME MACHINE

Great Scott! Anyone that can't get very far on this excellent 4D arcade romp should try the following cheat: simply type VIVID IMAGE on the title screen (before it changes) for infinite lives. And if you go back in time to *CF6*, you'll find some spiffy maps and solutions for all time zones.

£20 WINNER

This month's £20 mail order voucher winner is Alex Kirkland, who'll be lashing out on all manner of gaming goodies (check out our mail order section on page 68).

Envious? Well why not send in your own tips and cheats. I'm always on the lookout for high quality maps and players guides (saves me and Steve doing 'em!), and if yours is up to scratch, you could earn yourself a £20 mail order voucher too.

Interested? Good. The address to send all GameBusting paraphernalia is:

Andy Dyer's GameBusters
Commodore Format
30 Monmouth Street
Bath
Avon
BA1 2BW

MIDNIGHT RESISTANCE

Silly old me printed an incorrect cheat waaaaaay back in *CF5*, so here is the correct one especially for **Philip Stephenson**. When prompted to enter your name on the high score table, type SIAMESE on the keyboard. The border will flash, subtly indicating that infinite lives are yours for the taking.

MYTH

Magnificent maps and scintillating solutions are all very well, but the game is still one hell of a tough challenge. If you're playing the cassette or disk version, try the following;

- On level one only, pressing BOTH SHIFT keys, F1, and the Commodore key will allow you to skip sections.
- Pressing A and ? from level two onwards rewards you with full weaponry.

And, unless I'm mythtaken, that little lot was from **Steve Harley** of Basildon.

A whole load of stuff from **James Bennet** of Yeovil starts right about... here. No it doesn't. Ah, here...

NAVY SEALS

Type 'BRAINHEAD' on the high score table. Next pause, then unpause the game. If you now hit the left arrow key you'll discover that you can skip levels.

Alternatively, type MAD CYRIL (including the space) and you'll start on level four. Beautiful. But *who is* Mad Cyril? On the other hand, who cares?

SHADOW OF THE BEAST

When the scrolly title screen appears, type HOW SAD BE THE FATSO. This gives you infinite energy. Secret messages going up the wall, methinks.

SHADOW WARRIORS

Here are a few Action Replay POKEs.
POKE31185,173 – Infinite time
POKE34665,234 – Infinite lives
POKE35002,173 – Infinite energy

VIZ

Again, Action Replay only I'm afraid.
POKE7721,173
POKE7880,173 – Infinite lives
POKE4817,165 – Infinite time

EXTREME

Here goes. Oh yes, and it's for both Action Replay and reset switch owners.
POKE5000,173
POKE16980,173 – Infinite energy
SYS2544 to restart the game

SUPREMACY

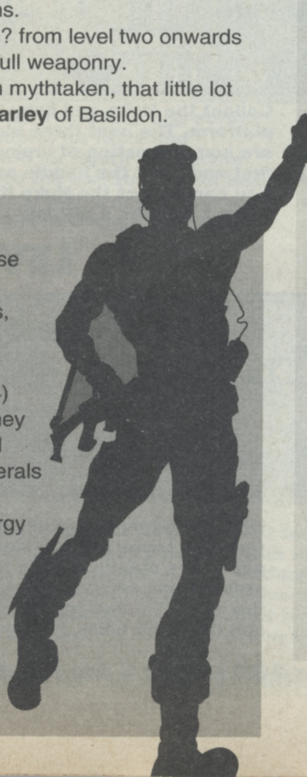
Hasse Aa Hansen of somewhere in Denmark has given us all these Replay owners can use 'em, *Supremacy* POKEs. But only Action unfortunately... They give you extra energy. money, food, minerals, fuel and energy.

Planet 8 (starbase level 1)
POKE21541,255 – Extra money
POKE21530,255 – Extra food
POKE21534,255 – Extra minerals
POKE21536,255 – Extra fuel
POKE21538,255 – Extra energy

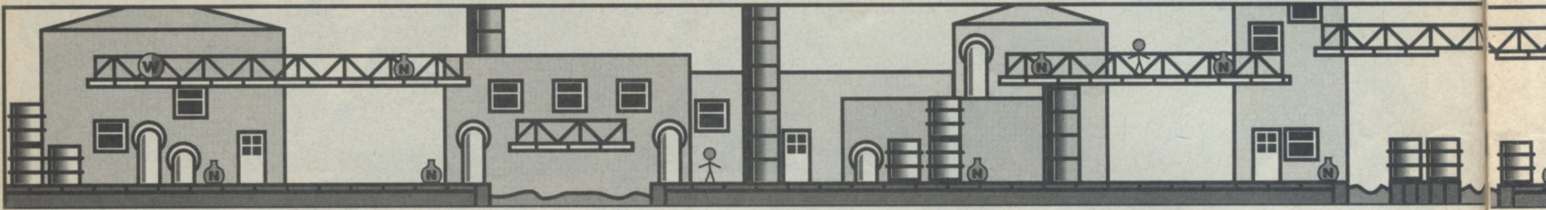
Planet 16 (starbase level 2)
POKE22005,255 – Extra money
POKE21994,255 – Extra food
POKE21998,255 – Extra minerals
POKE22000,255 – Extra fuel
POKE22002,255 – Extra energy

Planet 32 (starbase level 3+4)
POKE22933,255 – Extra money
POKE22922,255 – Extra food
POKE22926,255 – Extra minerals
POKE22928,255 – Extra fuel
POKE22930,255 – Extra energy

Now if you can't conquer the universe with that lot under your belt, you should never have crawled out of the swamp. Got that?



LEVEL ONE

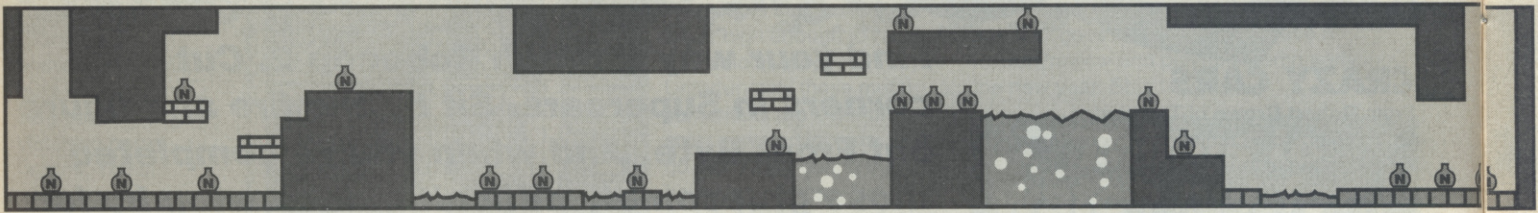


Shoot the baddie when he appears, then jump up and collect the weapon. Drop back down and go right to collect both bottles of Nuke. Jump up and shoot the guy on the walkway. Collect the Nuke, go right, drop down and pick up the villain.

Watch out for the guy down the manhole. Jump up onto the drums. Ignore the Nuke down below and jump up onto the top walkway. Collect the first Nuke, apprehend the villain then pick up the other can of Nuke. Jump up to the next platform.

Clear the gap in t
and collect the w
left and get the I
blasting) the guy
food, then go righ
second manhole

LEVEL ONE (HIDDEN LEVEL)



The secret passage takes you down into the sewers where it's dark, dingy and *very* slippery (if you thought Robo's inertia was bad, wait till you get a load of this!). To start off with, simply collect the three Nuke cannisters, then jump up using the brick platforms.

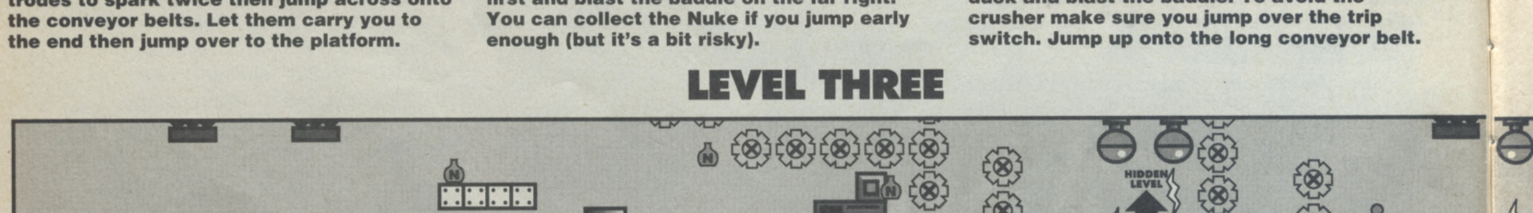
From the large block, take a good run up and jump across onto the first island platform. (When jumping, always try to check your forward momentum otherwise Robo slithers off the edge.) The next two jumps are real tricky, 'cos that second island is very small!

Jump vertically up onto the two brick platforms, then leap across onto the top platform (ignore the Nuke beneath). Take a big running jump across the gap, being careful to avoid overshooting. Drop down the step, jump the water and you're back up top.

Ocean's cart game is a bit of a stonker – but it's flippin' hard too boot. So, being as generous as ever, **Andy D** ***and*** **Stevie J** ***try their best to steer you through deadly Detroit***

ROBO

LEVEL TWO

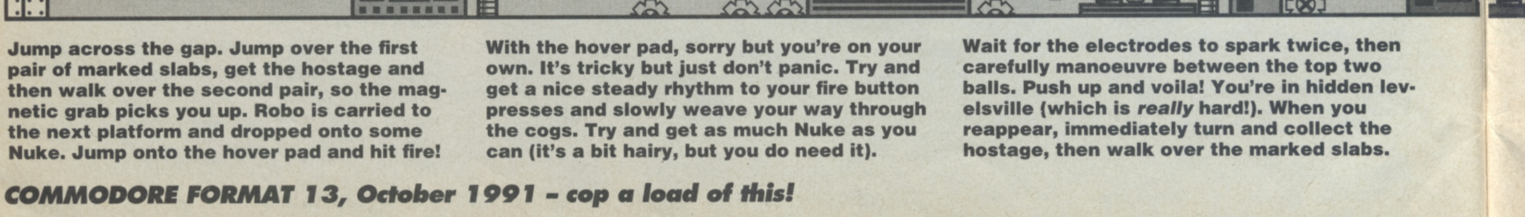


Immediately move straight across and collect the first hostage (you'll slide right over the crusher trip switch). Wait for the electrodes to spark twice then jump across onto the conveyor belts. Let them carry you to the end then jump over to the platform.

Collect the Nuke and jump up onto the next platform. The next three elevator platforms are just a question of timing. Jump onto the first and blast the baddie on the far right. You can collect the Nuke if you jump early enough (but it's a bit risky).

Leap onto the conveyor then drop down onto the second. Get the Nuke, drop down and pull left to land on the hostage. Turn right, duck and blast the baddie. To avoid the crusher make sure you jump over the trip switch. Jump up onto the long conveyor belt.

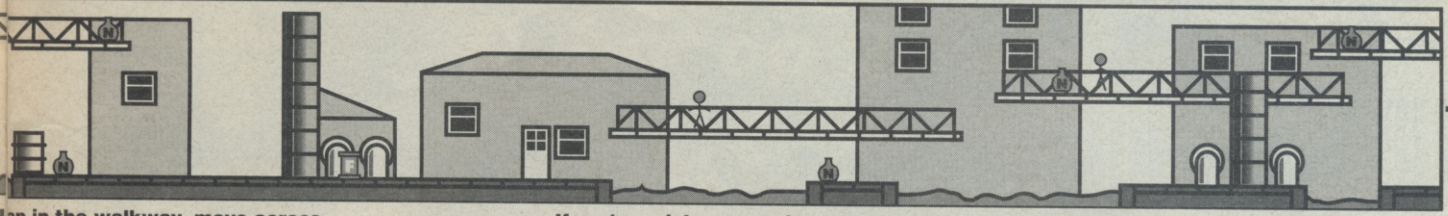
LEVEL THREE



Jump across the gap. Jump over the first pair of marked slabs, get the hostage and then walk over the second pair, so the magnetic grab picks you up. Robo is carried to the next platform and dropped onto some Nuke. Jump onto the hover pad and hit fire!

With the hover pad, sorry but you're on your own. It's tricky but just don't panic. Try and get a nice steady rhythm to your fire button presses and slowly weave your way through the cogs. Try and get as much Nuke as you can (it's a bit hairy, but you do need it).

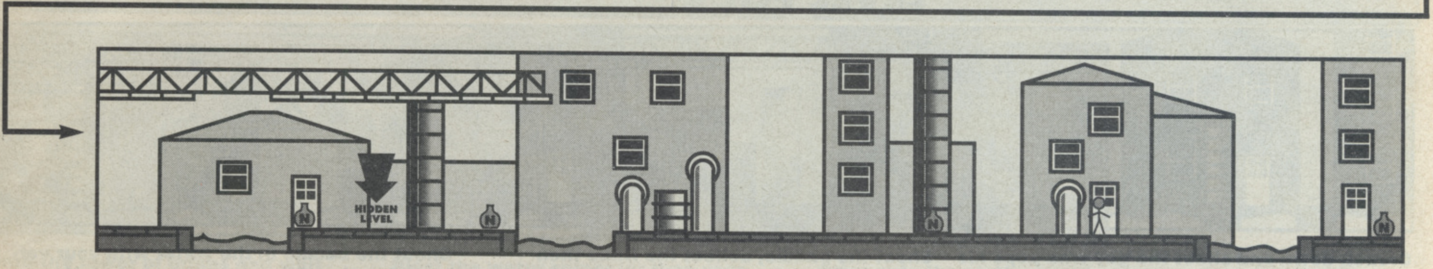
Wait for the electrodes to spark twice, then carefully manoeuvre between the top two balls. Push up and voila! You're in hidden levelsville (which is *really* hard!). When you reappear, immediately turn and collect the hostage, then walk over the marked slabs.



the gap in the walkway, move across ollect the weapon. Drop down, move nd get the Nuke. Go right avoiding (or ng) the guy in the manhole. Collect the then go right avoiding the guy in the d manhole.

If you're quick you can jump up onto the platform and get the villain before he plops off the end. Ignore the Nuke down below (you just can't get it) and continue right. Jump up to the next platform collecting both the Nuke and the villain.

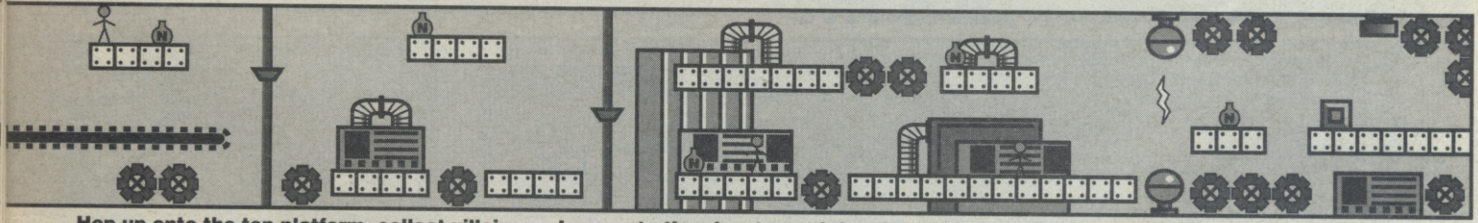
Jump up to the top of the barrel and shoot the guy on the top walkway. Then jump up on to the platform and get the Nuke. Edge towards the gap in the centre, and pull left as you fall. Kill the baddie on this island platform.



Hang around until the guy has shot at you from the right. Then move right and jump the water gap. If you don't wait for the guy to shoot, he'll hit you in mid air and you'll fall into the water. Kill the baddies, collect both cans of Nuke then pull down on the joystick just before the pillar to enter the secret level!

When you reappear from the hidden level, collect the Nuke and then indulge in hand-to-hand with the attacker, since there's a villain right behind him. Take a big run up for the jump over the water, and... job done! (You can't quite get that last can of Nuke.)

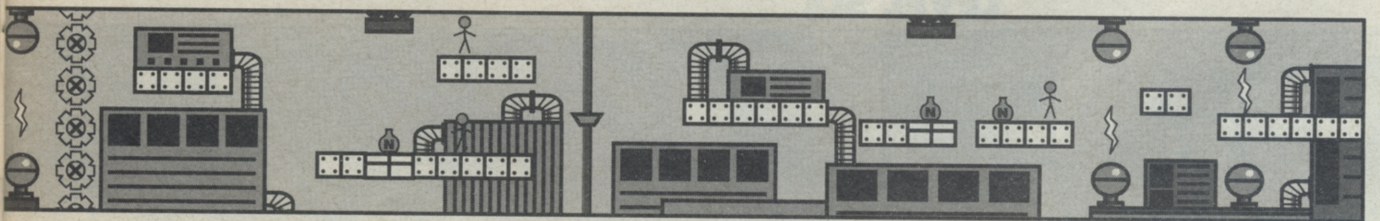
OCOP 2



Hop up onto the top platform, collect villain and Nuke, then across onto the elevator. Jump onto the lower platform, then jump vertically to shoot the baddie on the right hand elevator. As you jump over the blue cog, headbutt the Nuke to collect it.

Jump onto the elevator and then hop across onto the lower platform for Nuke and hostage (don't go too far right). Kill baddie then jump back onto the elevator. Shoot baddie, jump onto the top platform and take a running jump over the blue cogs. Get Nuke.

Drop down to get the hostage. Wait for two sparks from the electrodes then jump across onto the small platform. Crouch down, blast the baddie then jump across and jump again to avoid the slabs (or else the crusher is activated and Robo gets flattened). Hurrah!



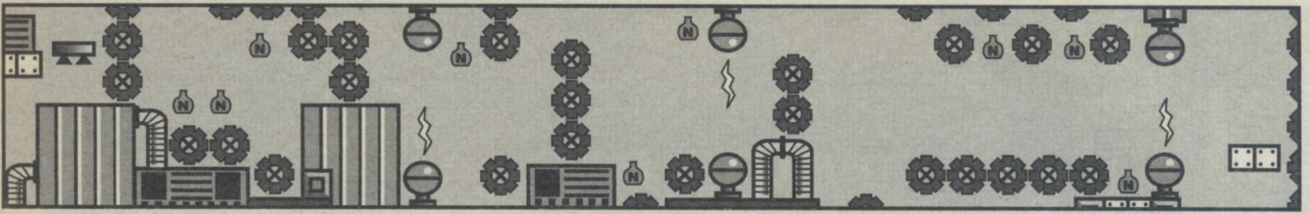
You are dropped off on a small platform. Jump across to the lower platform (don't worry about the crusher) collect Nuke and hostage. Shoot the guy on the elevator and quickly ride up to the top platform to collect the waiting hostage.

Jump across and shoot the baddie. Now, prepare to do two quick jumps: leap over onto the next platform, slide over the crusher slabs (it will miss you) and immediately jump onto the next platform to collect both Nuke and hostage.

Wait for the first set of electrodes to spark twice then jump onto the tiny platform in the middle (check your momentum by pushing left in mid-jump). Wait for the last pair of electrodes to spark twice and jump to level four!

Bright sparks all round in COMMODORE FORMAT 13, October 1991

LEVEL THREE (HIDDEN LEVEL)

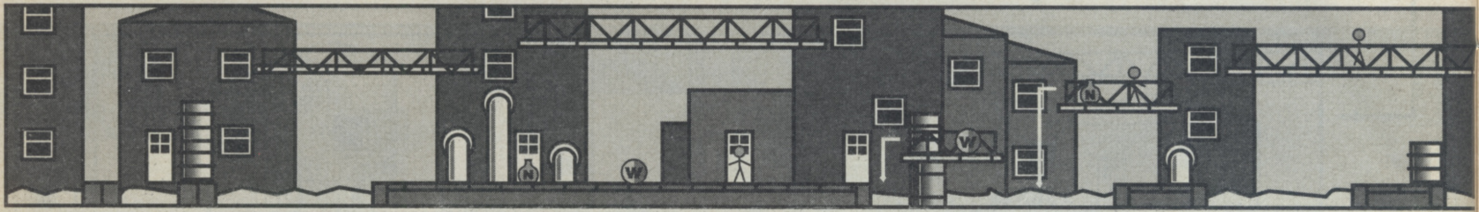


Step onto the hover-pad. Now remember to use lots of small taps on the fire button, rather than fewer longer ones. This way Robo hovers in one place better than moving drastically up and down. Weave your way through the first set of cogs.

Wait for the electrode to spark twice, then edge between the two cogs. Hover over the next column of cogs and then move down towards the pair of electrodes. Wait for two sparks, move through and then fly over the next pair of cogs.

It's easy to get the Nuke on this section, since you just have to hover up vertically. Do the electrode shuffle as usual, then move towards the final platform. Let the hover-pad drop below the platform, then push up on the joystick so Robo jumps and lands on it.

LEVEL FOUR

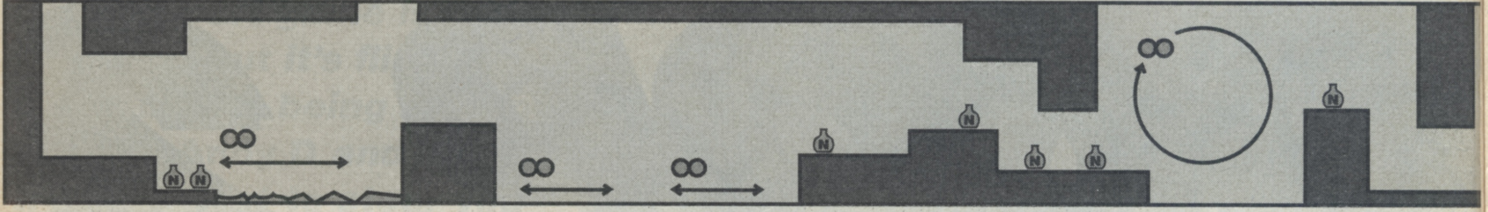


Crouch down and shoot the guy who pops his head through the window. Jump just after the baddie in the water fires vertically (if his shots hit you mid-jump, you plummet). Shoot the guy on the platform and walk straight across. Jump up onto the top platform.

Shoot the baddie, collect the Nuke then quickly walk left and drop down. Get the criminal, collect the Nuke and the new weapon. Wait for the rolling oil drum then jump onto the platform. Let the villain fall into the water (it's too tricky to get him).

Shoot the baddie in the water with your vertical fire, then jump onto the next platform. Collect Nuke and villain. Shoot the baddie then move up onto the next platform for another villain and some Nuke. Duck down and shoot the sniper in the window.

LEVEL FOUR (HIDDEN LEVEL)

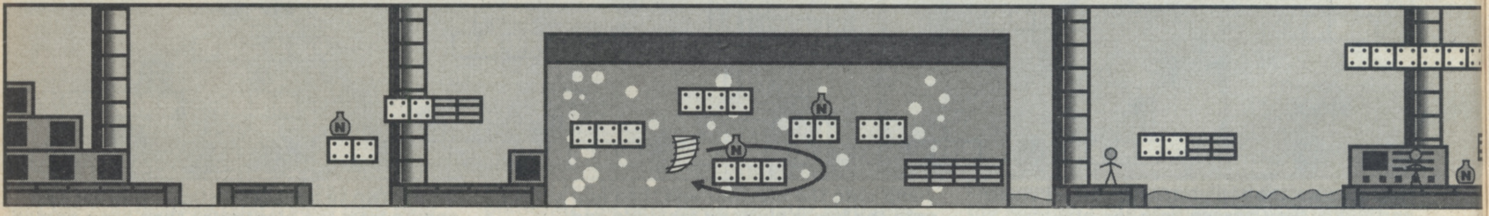


It's sewer-city again so beware slippery surfaces. Drop onto the step, get the Nuke and move to the left. Start your run-up as the oil drums begin moving towards you. Jump onto them, land on the left hand side, have a little run-up then jump as they near the block.

Check your inertia as soon as you land. Move left and get ready to jump onto the first pair of drums. The timing isn't too bad – just start your run up as they begin moving towards you. When you land, move left, ready to run and jump onto the next drums.

Jump across onto the block and get the four cans of Nuke. The rotating barrels look bad but are a piece of cake. Take a small run-up and jump when one gets to 7 o'clock, then jump off at 2 o'clock. Simple. Get the Nuke, then drop down and slide back into level four.

LEVEL FIVE

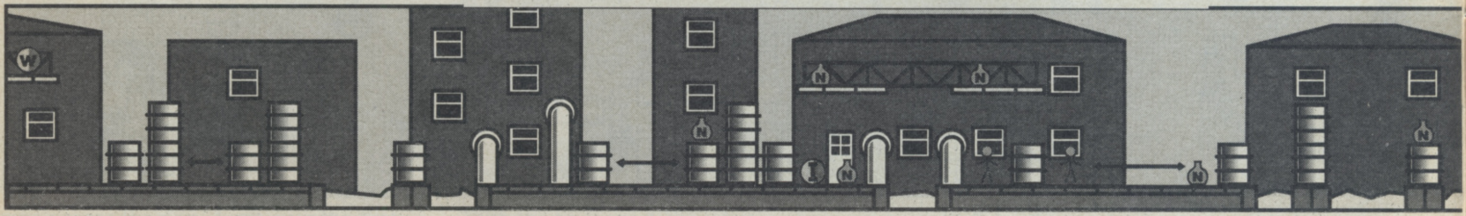


Immediately walk left, face right and pull down to enter the sliding-tile bonus game. Otherwise wait for the bazooka-toting baddie to fire, jump the missile and then land and plug him. Collect the Nuke on the teensy platform, then jump onto the springs!

Try to land on the uppermost platform in the middle, then wait for the spinning vortex-thingy to pass below. When it moves right drop down, get the Nuke, jump up and right, get the other Nuke and then jump again. Hop down onto the springs.

Pull left, so that Robo falls on the hostage and then shoot the platform on the right (the bad guy buys it). Up and onto the springs (time your jump to avoid the red bubbles) and land on the top platform. Quickly go left and down to get the hostage and Nuke.

LEVEL SIX



Jump up and collect the weapon (it's not vital, though). Climb the column of drums and jump across, avoiding the rolling barrel. Shoot the window sniper and then jump onto the drum on the island. Wait for the baddie to fall off the edge and then jump across.

Jump over the next rolling barrel and get the Nuke. Up and over, drop down and collect the Invincibility and Nuke. Ignore the villain that falls in the water. Go back left and up onto the catwalk. Get Nuke, jump the gap and get the other Nuke cannister.

Drop down and either fall onto the drum (pull left) or drop and immediately jump up onto the drum. The rolling barrel bounces off the drum, and the criminal walks into Robo's feet. Jump over the barrel, get the Nuke and jump onto the next drum. Shoot the sniper.

Robocop 2 – key

ELEVATOR PLATFORMS Small platforms that slide up and down on a vertical rail. Not too much bother

TRIP SWITCH Activate magnetic grabs and crushers. Always beware!

WEAPON Provides weapon power-ups, or multi-way shots. Generally useful

SLIDING PLATFORMS Move along preset routes – most dangerous on level 5

FOOD Collect these cans to replenish Robo's lost energy

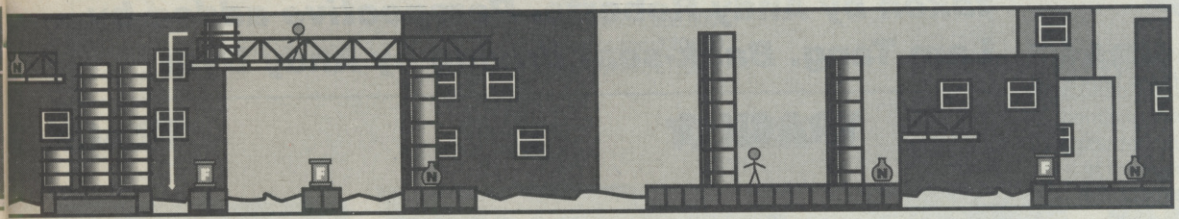
BARRELS These arrows show the paths of rolling barrels. Very lethal

SPRINGS Catapult Robo through the air. Seen mainly on level 5

INVINCIBILITY Get this for temporary immunity to gun fire, missiles or punches

NUKE Scourge of Detroit. Collect all of this vile drug to complete the level

VILLAINS/HOSTAGES Don't kill! Collect all these people to complete the level



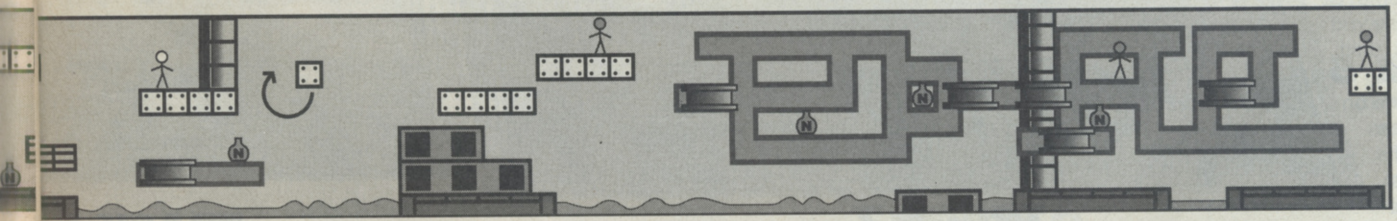
Up onto the tower of drums and wait for the rolling barrel to fall. Jump onto the top walkway, collect villain, then turn back and fall down onto the first little island. Collect the food then jump onto the next island for some more.

Blast the water sniper (or time your jump to avoid his vertical shots). Jump onto next platform, get the Nuke then pull down to enter the hidden level! When you reappear immediately collect the villain and the can of Nuke.

Jump onto the platform and shoot the sniper at the window. Jump across the water, collect the food, kill the baddie and pick up the final can of Nuke to finish.

General tips on Robocopping

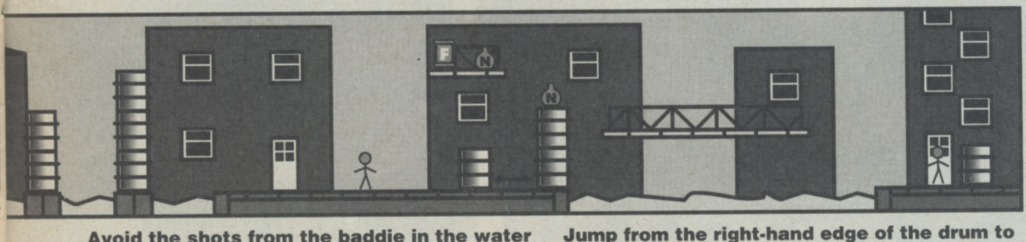
- It's probably best if you familiarise yourself with our directions – or get a chum to read out these tips as you go along.
- On the hover pad section (level three) use a joystick with a short button travel so you can do quick, sharp taps. This way the hoverpad moves in small amounts and is much more controllable.
- Your list of priorities in collecting things should be villains/hostages, Nuke, food, weapon power-ups, invincibility. The first two are required to complete each level, whereas the other stuff is merely a bonus.
- Take note of approaching villains. If there are criminals in the way punch them out – don't shoot. That way you avoid hitting the villain and wasting a vital 'arrest'.
- Always enter a hidden level, since that's where the bulk of the Nuke is kept. However, if you get half way and die, don't give up – you've probably collected enough to complete the level.
- Always watch the sequence of snipers and electrodes. A well-timed jump is usually enough to get past them.
- Keep your eye open for oddly patterned slabs/tiles. These are trip switches for crushers and magnets, or mark the location of hidden levels.
- Don't rush – you've got plenty of time!



Onto the springs and jump up onto the top platform for the hostage. You can collect the Nuke below by dropping left (pull right) and landing on the sliding platform. Jump up onto the rotatey block then move across to the hostage.

Avoid the red bubbles as you jump onto the first platform. Shoot the bazooker on the right. Now this bit is well 'ard. Make Robo jump to move up or down the maze, or to pause the platform on a straight section. Watch out for red bubbles!

When another platform appears you have to watch where it goes and try to second-guess it. It takes a while but you'll soon remember the sequence. When you reach the end, move to the top and jump off to get the last hostage. Hurrah!



Avoid the shots from the baddie in the water and jump onto the next tower of drums. Up and onto the next tower then jump across and down to collect the villain. From here, jump vertically and shoot the window sniper. Jump up onto the next drum.

Jump from the right-hand edge of the drum to get the Nuke. Double back, get the food and Nuke and jump back. Crouch, shoot the baddie and move onto the walkway. Wait for the water shooter, then take a big running jump and pull left to land on the last hostage.

NEXT MONTH

Watch out for the second instalment of our classic *Robocop 2* player's guide (that is as long as Steve and Andy can play through to the end!)

SUPERCARS

If you're playing *Supercars*, you're playing one of the best racing-type games to appear on the C64 and that means it isn't easy. Wouldn't it be nice if you had layouts of each course to see exactly what was in store? Well, as if by magic...

TRACK 1

A nice and simple introduction to the game, with only a handful of fairly painless bends. Quite simply a piece of cake.

TRACK 2

No real problems here either, except that the straights can be a little hairy when cluttered with other slower drivers. Also, the 'U' bend at the top right can be tricky, especially when another car is in front.

TRACK 3

Even more tight corners, the bottom left in particular. Power steering is a must for this track, without it you'll have to rely solely on handbrake turns to qualify.

TRACK 4

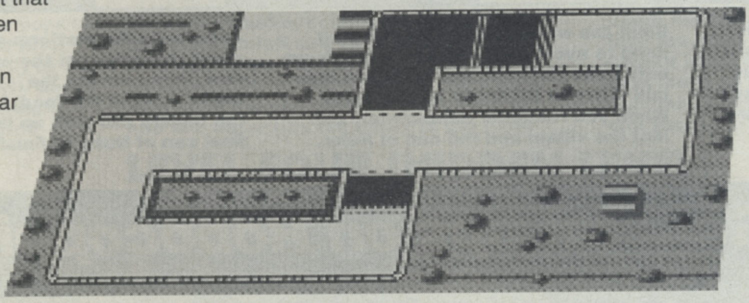
No real problems here either, and there are plenty of straights to build up race-winning speeds. Just remember to treat the top left bend with extreme caution.

TRACK 5

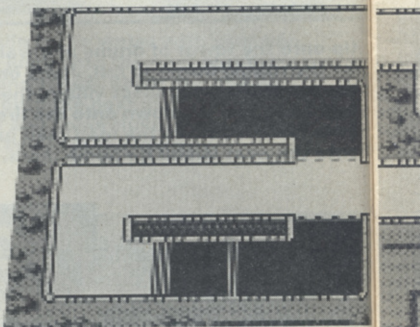
Just take care on the bend near the centre of the track, as it's very tight (and often littered with skiddy patches).

***If Supercars is driving you around the bend let this clutch of circuits straighten you out. Simply study the course layouts for an advantage over the opposition! Pole position taken by* Andy Roberts. *Perspective added by* Lam Tang. *Back-seat driving by* Andy Dyer**

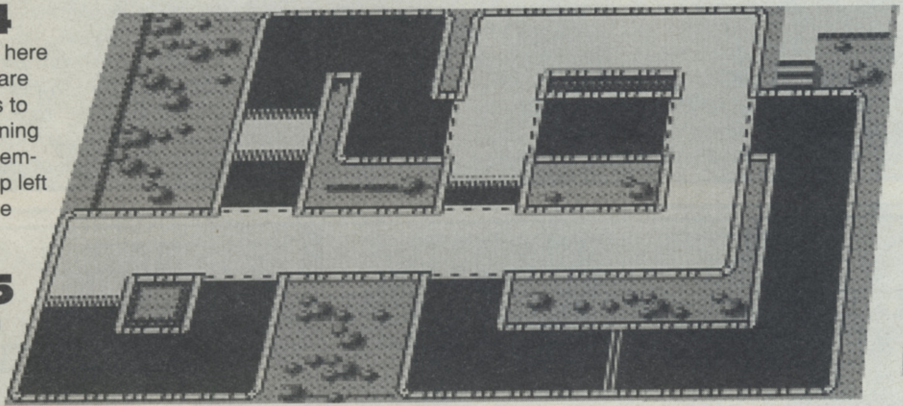
TRACK 1



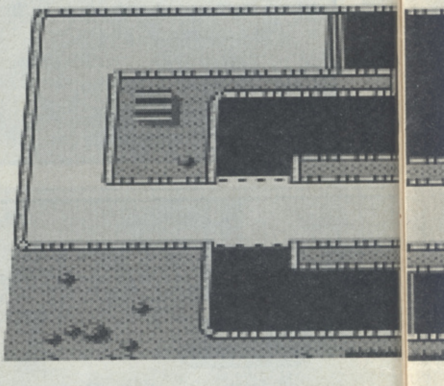
TRACK 2



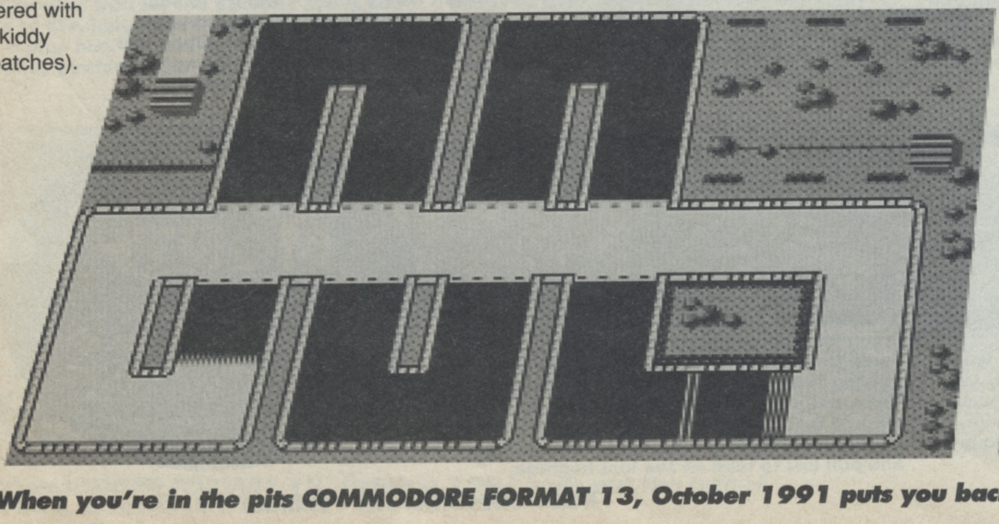
TRACK 4



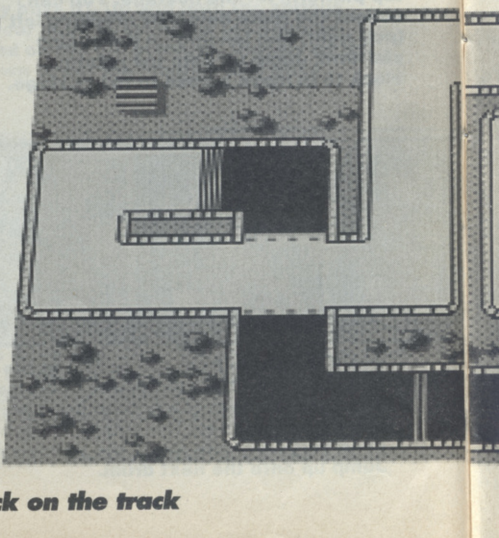
TRACK 5



TRACK 7



TRACK 8



Cheat from the seat

When prompted to enter your name at the start of the game, try any of the following instead...

HARVEY – to start on Class 2
ELLA – to start on Class 3
LOADED – to start with £500,000
FONDLE – to be able to... er... fondle the girl in the shop (for a price).

Alternatively, use an Action Replay cartridge to enter:

```
POKE 10829,173
POKE 10835,141
```

Which will multiply any prize money by 10 – cor! What a whoppa!

Class war

CLASS 1
Starting Vehicle: Taroco Neoroder 1.6
Participants: 4
Laps: 5
1st Position: £20,000
2nd Position: £10,000
3rd Position: £ 5,000

CLASS 2
Starting Vehicle: Vaug Interceptor 2.3
Participants: 6
Laps: 7
1st Position: £25,000
2nd Position: £15,000
3rd Position: £10,000

CLASS 3
Starting Vehicle: Retron Parsec Turbo 5.0
Participants: 7
Laps: 9
1st Position: £30,000
2nd Position: £20,000
3rd Position: £15,000

WEAPONRY TIPS

It doesn't really matter what you buy – if you have the money, then spend it. However, ensure that you repair tyres, engine, bodywork, and fuel before anything else. Oh, and missiles/ spin assist should be your first choice ofp attachments too.

TRACK 6

Reasonably straightforward, apart from the 'U' bends at the top of the course. These can be hazardous, unless you have your missiles at the ready.

TRACK 7

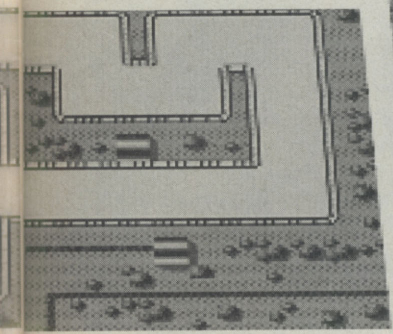
Handbrake turn all the tight bends, and you shouldn't have too many problems. However, the straights are usually the best places to launch your missiles.

TRACK 8

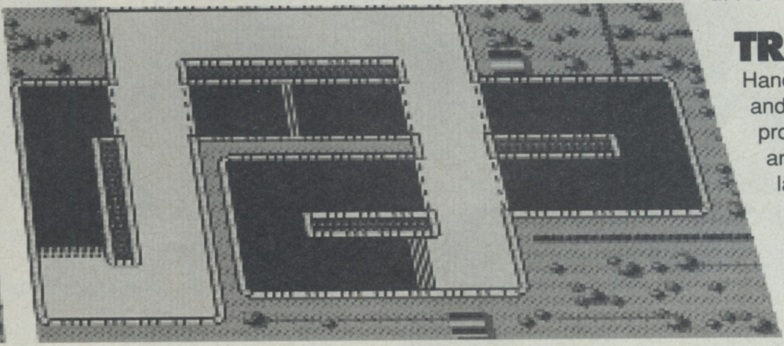
Again quite an easy track, with only the left hand bend to be cautious about. As before, it's better to use missiles on the straights.

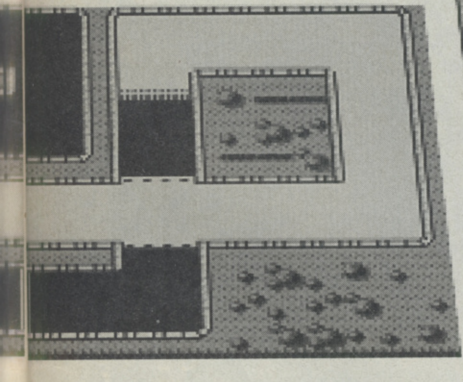
TRACK 9

It looks tortuous, but is in fact very easy – if you keep your cool. Handbrake turns are essential on practically every bend, so remember to buy some new tyres before racing. Use missiles when approaching a bend – it's every man for himself!

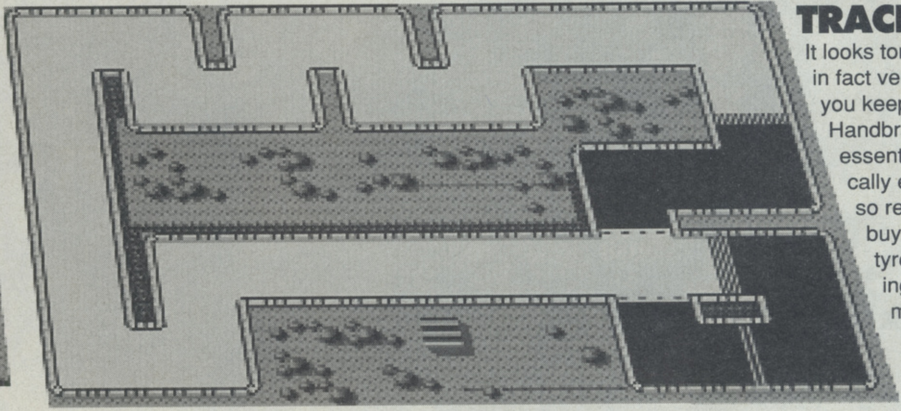


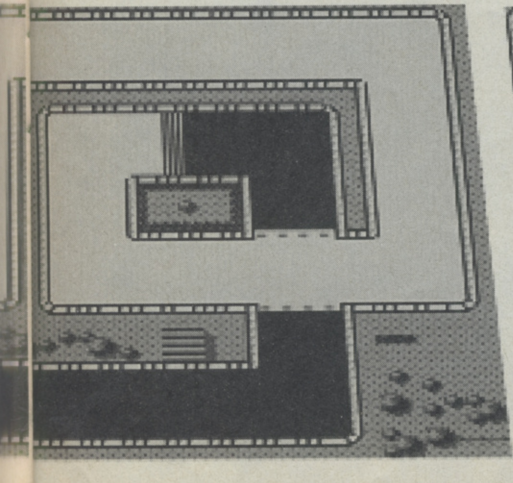
TRACK 3



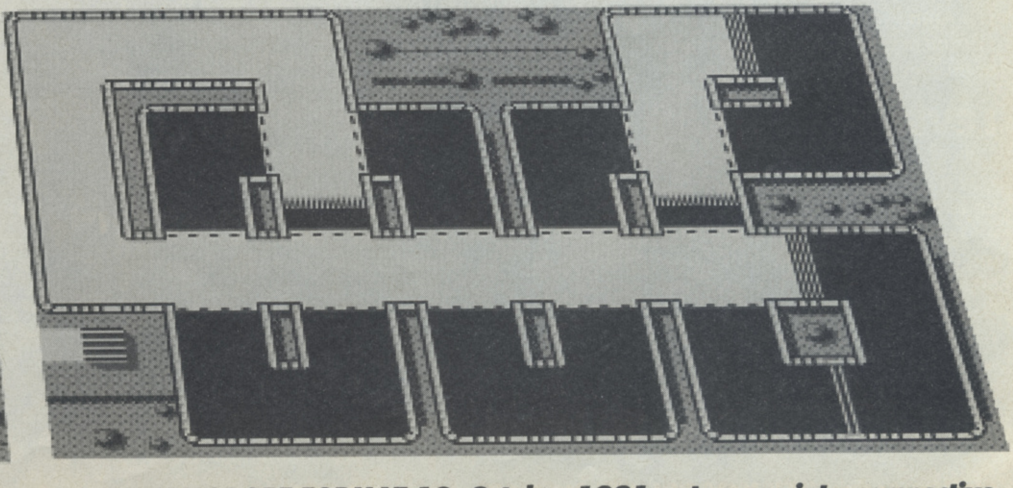


TRACK 6





TRACK 9

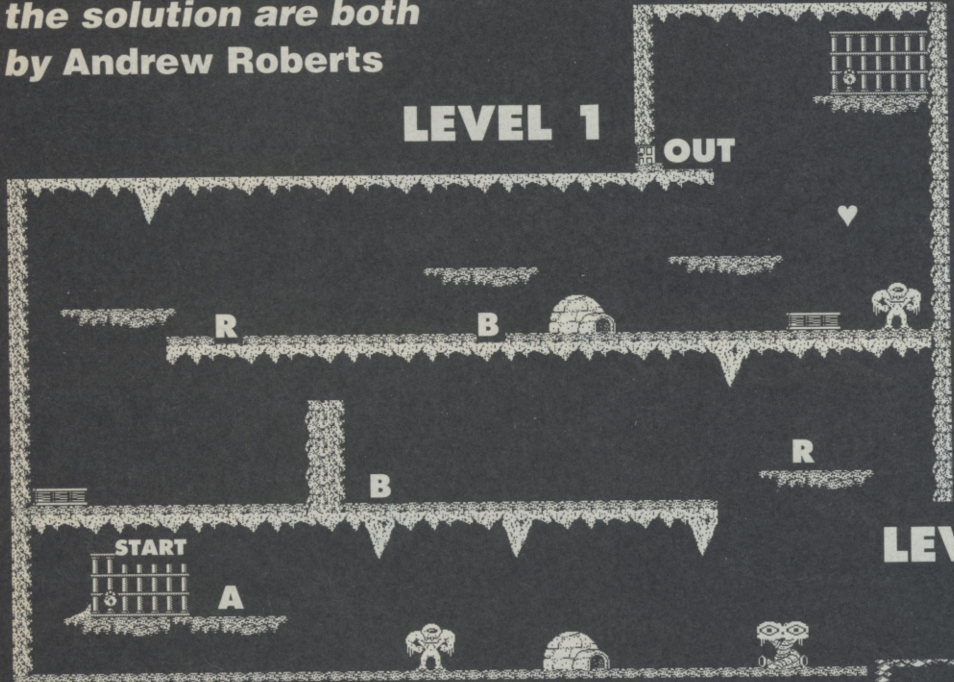


FRAME BUSTERS

***If* Frost Byte *has left you in the cold, this is a warm blanket and cuppa. The maps and the solution are both by* Andrew Roberts**

FROST BYTE

COMPLETE MAP AND SOLUTION



Cue understatement... AAAARRRRRGGGHHHH!!! What a frustrating game! Even with infinite everythings, the game is unbelievably difficult, so here is a complete step-by-step guide to all five levels. Aren't we kind? Oh, and *Commodore Format* accepts no responsibility for lost hair or broken joysticks.

LEVEL 1

Collect the ammunition and use it. Make your way right. Get on the springboard, and jump up to the next screen. Collect the red crystal and go left. Use the red crystal to pass safely underneath the nasties. Pick up the blue crystal. Shoot the nasty above, use the blue crystal, and jump left into the next screen. Avoiding the nasties, get onto the springboard and jump up. Collect the red crystal, move right, use the red crystal, get the blue one. Move into the next screen, and collect the heart *before* using the blue crystal. Use springboard and blue crystal to rescue your chum and dash to the exit.

LEVEL 2

Collect the ammunition, drop down into the next screen, then collect the green crystal and use it. Drop down again and collect the blue crystal. Use it to jump up to the next screen. Move right, then jump up again and collect the red crystal. Jump up again. Then go left and use the red crystal to get past the meanies. Collect the blue crystal and use it to jump up to your imprisoned acquaintance. Go right into the next screen, and jump up to the exit (shooting the meanie as you go).

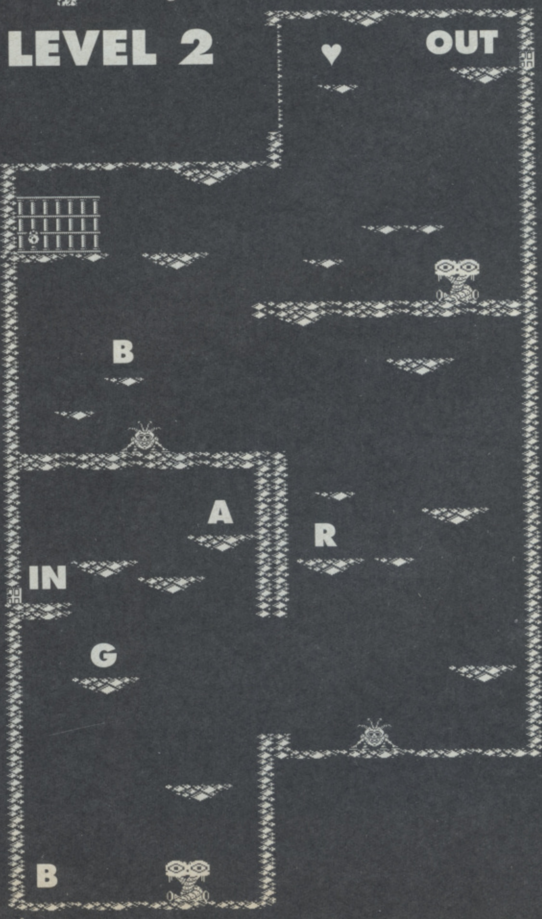
LEVEL 3

Go left, jump onto the ledge, and go right into the first screen. Carefully collect the ammunition, then go left. Collect the red crystal, then go left and use the red crystal.

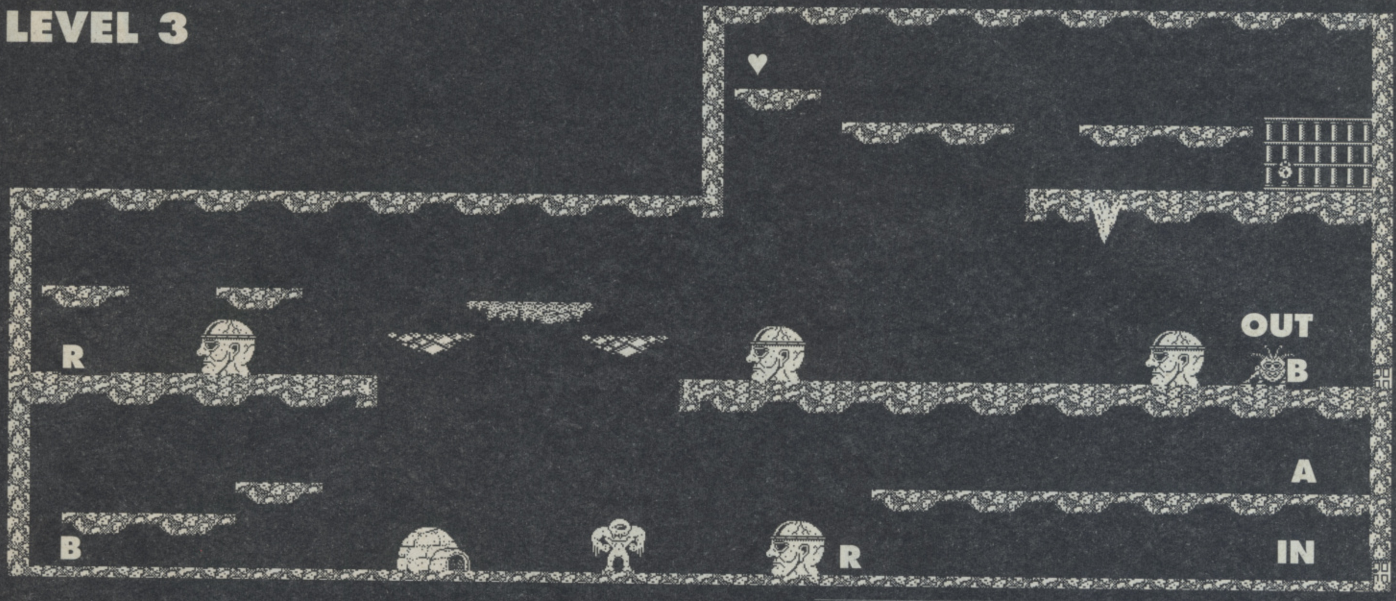
Go left again and collect the blue crystal. Move right, then use the blue crystal to jump up to the next screen. Go left and collect the red crystal. Use it, then go right until you come across another blue crystal. Pick it up, go left, and use it to jump to the screen above. Move right and rescue your pal. Go left, collect the heart and drop down. Move right and make for the exit.

LEVEL 4

Collect the green crystal and use it. Drop down into the next screen... *weeee*... whoops, you've missed the ammunition. Collect the blue crystal and jump up to collect the ammo, drop down, move left, and drop down again. Get the blue crystal and jump up

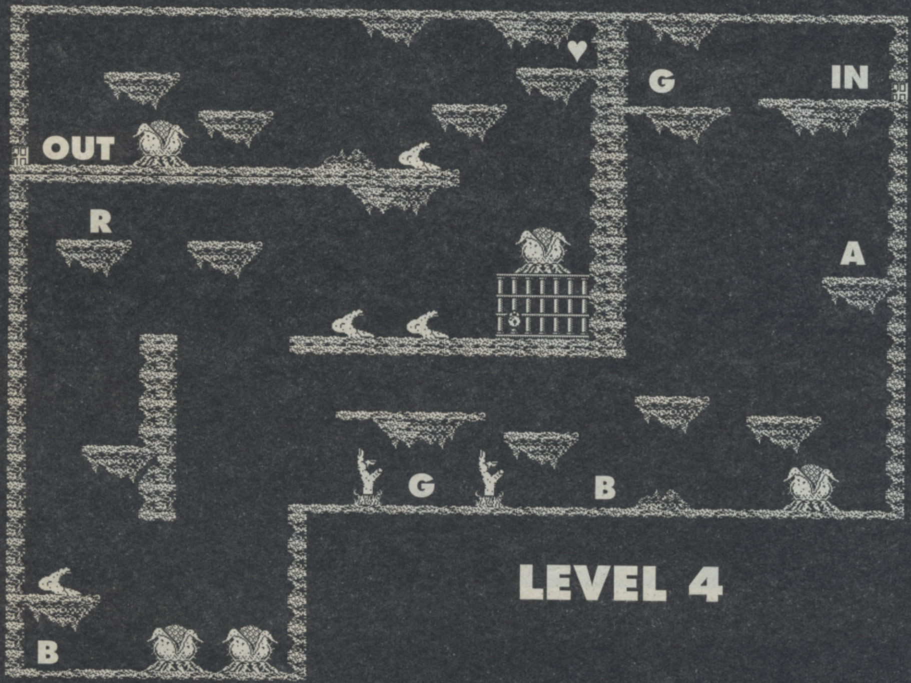


LEVEL 3



to the ledge on the screen above. Jump up again, and collect the red crystal. Go right and free your mate. Then jump up to the next screen. Collect the heart if you want, then go left. Use the red crystal to gain a safe exit.

LEVEL 4

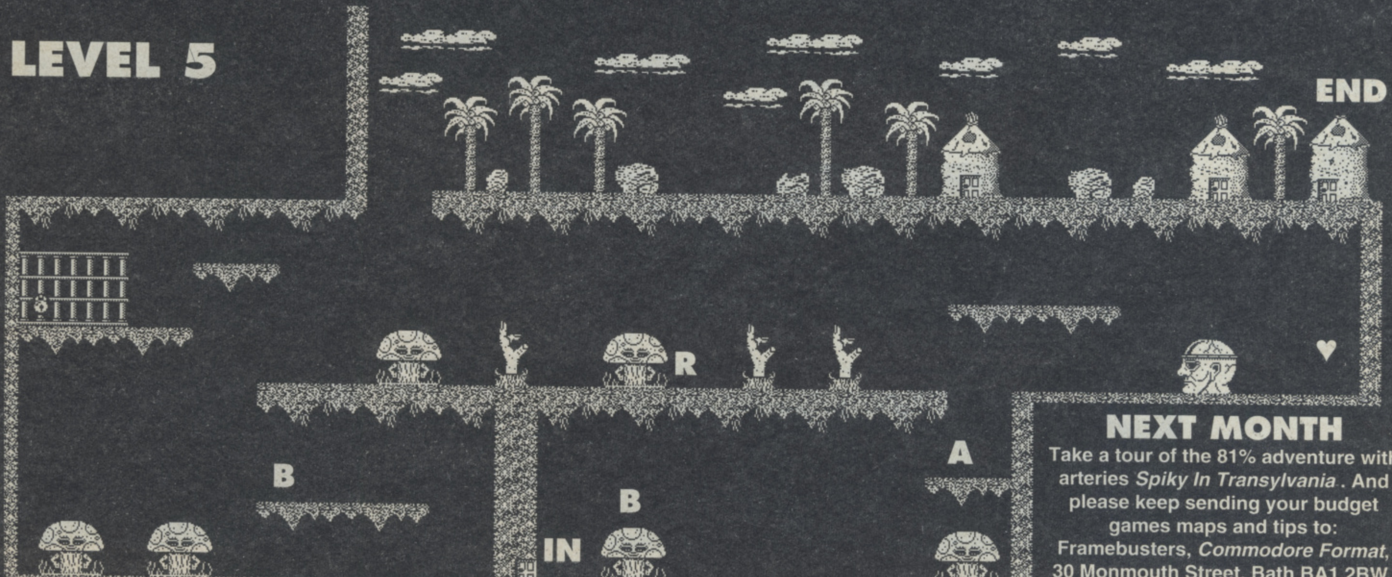


LEVEL 5

Collect the blue crystal, use it, then move right and collect the ammo. Jump up and go right. Collect the life-saving heart. Go left and collect and use the red crystal, then continue left until you reach your chum in his cage. Drop down, collect the blue crystal, then use it to jump back up to your chum. Now go right and jump up. Then make your way past the huts to... The End! Cue spectacular end sequence, with hundreds of sprites and CD quality music? No. Cue particularly drab end screen. Wow.

That's one more Framebusters map for this magazine. Thanks, Andy. You don't want paying do you? Oh dear. Very well. Here's fifty new pence. Now go on, you've earned it. ***RF*** *(Roger, mean is too generous a word to describe you. Ed)*

LEVEL 5



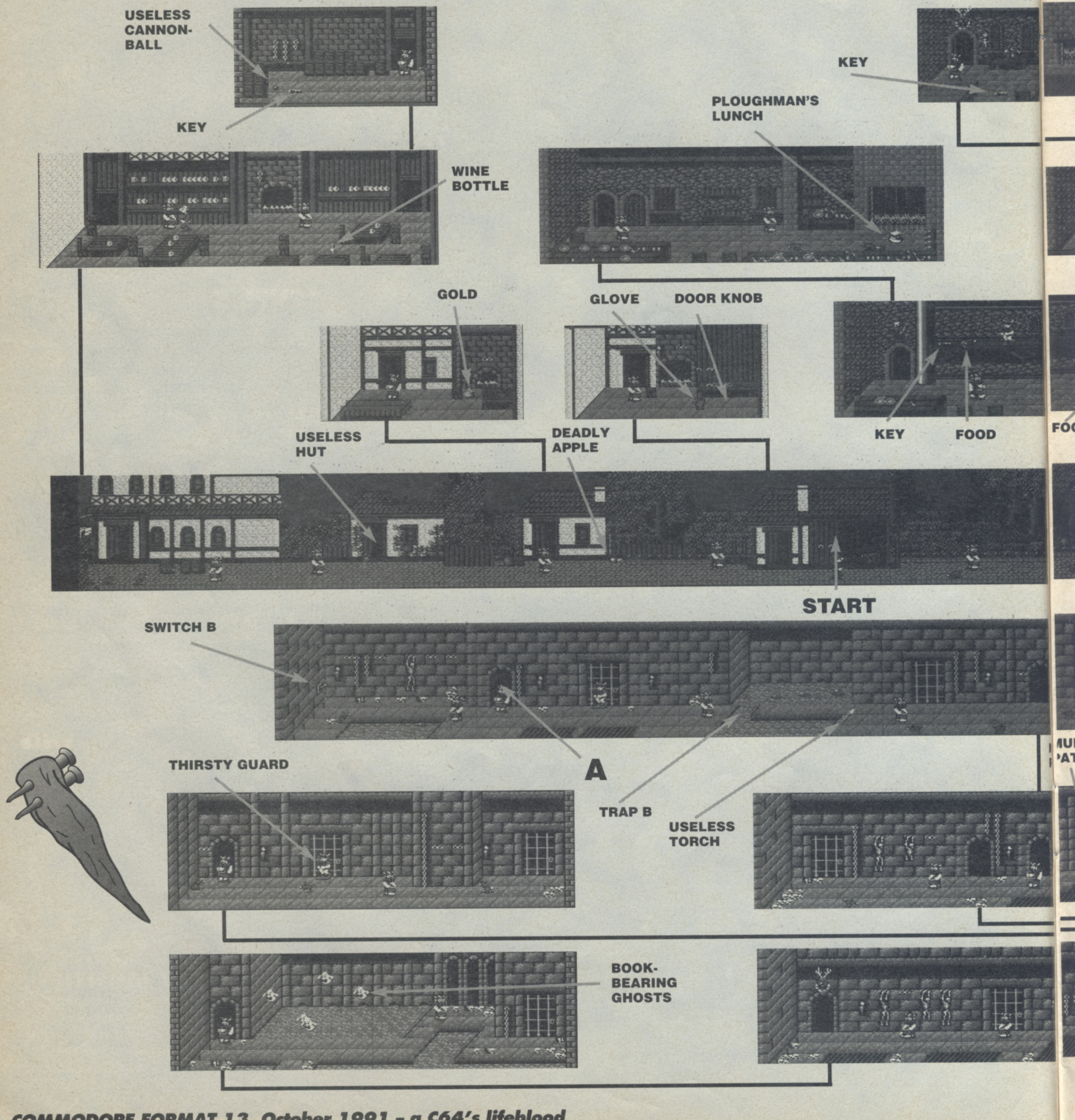
NEXT MONTH

Take a tour of the 81% adventure with arteries *Spiky In Transylvania* . And please keep sending your budget games maps and tips to:

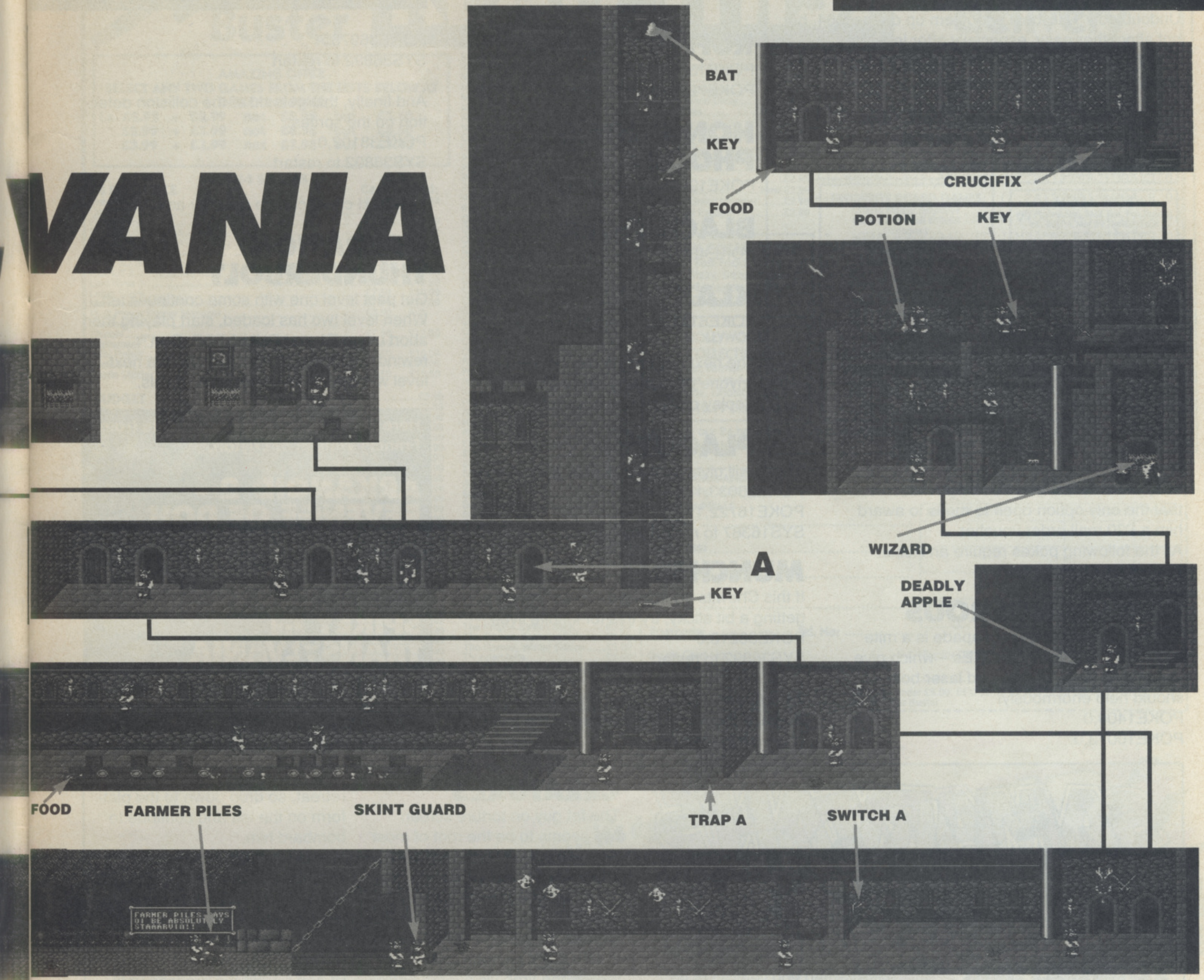
Framebusters, *Commodore Format,*
30 Monmouth Street, Bath BA1 2BW.
Bye bye for now.

Roger Frames *brings you the complete solution to a thorny little budget game. All the advice and tips you need are down there in the bottom corner. Go to it, fearless ones, make no mis-stake (urgh)*

SPIKE IN TRANSYLV

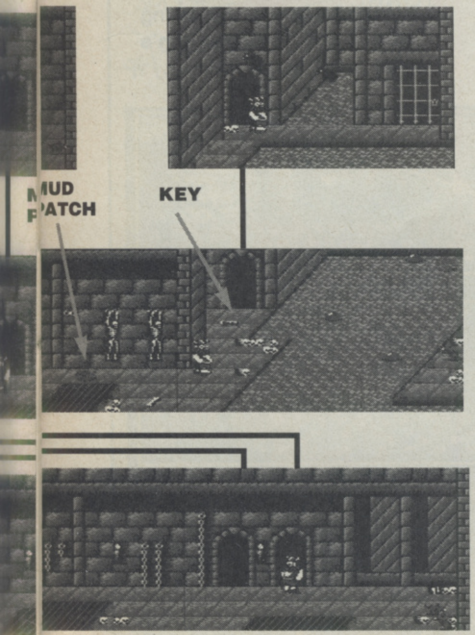

USELESS CANNON-BALL
KEY
KEY
PLOUGHMAN'S LUNCH
WINE BOTTLE
GOLD
GLOVE
DOOR KNOB
KEY
FOOD
USELESS HUT
DEADLY APPLE
START
SWITCH B
A
THIRSTY GUARD
TRAP B
USELESS TORCH
BOOK-BEARING GHOSTS

VANIA


BAT
KEY
FOOD
CRUCIFIX
POTION
KEY
WIZARD
A
KEY
DEADLY APPLE
FOOD
FARMER PILES
SKINT GUARD
TRAP A
SWITCH A
FARMER PILES SAYS
OI BE ABSOLUTLY
STAAARVIN!!

Pointed tips

Most of the puzzles in the game can be solved in any order. Okay so you need to bribe the castle guard to get anywhere in the first place, but in many cases, like releasing prisoners or generally exploring, you can do what you like. Just remember to get the relevant item before entering a hazardous area (a good example of which is the ghost room; enter it without the crucifix and you're doomed). Here are all the solutions you'll need to complete the adventure.


MUD PATCH
KEY

The points marked 'A' link together.
The door knob opens the Blaksmith's hut
Use the gold from Granny Haggatha's to bribe the skint guard.
Get the ploughman's lunch. Give it to Farmer Piles to obtain the wellies.
Use the glove to tug the bell rope. Then get the bat.
Get the crucifix. Drop it near the book-bearing ghosts to kill them and get the spell book.
Get the tie by dropping the potion, spell book and the bat into the wizard's cauldron.
Go to the inn. Get past the inn keeper with the tie. Then explore to find the wine bottle and key.
Use the wine bottle to get rid of the thirsty guard.
Use the keys as soon as possible to save you carrying too many around. You won't be able to use, or even find some of the keys, until you've accessed all of the catacomb areas.
The wellies must be worn to get past the mud patch.

RED HERRINGS

The cannonball in the inn.
The cannon in the useless hut.
The guard who claims it's too quiet.

ARMALYTE

Undoubtedly THE best shoot 'em up on the C64, but not altogether easy, especially after level four. **Bobby Shek** knows what I mean, as he requested a cheat for it… oh look, here it is now.

```
5 REM * ARMALYTE INFINITE LIVES CHEAT *
10 PRINTCHR$(147)
20 FORI=543TO631:READA$
30 L=ASC(LEFT$(A$,1)):L=L-55:IFL<5THENL=L+7
40 R=ASC(RIGHT$(A$,1)):R=R-55:IFR<5THENR=R+7
50 V=(L*16)+R:C=C+V:POKEI,V:NEXT
60 PRINT"INSERT ARMALYTE CASSETTE AND..."
70 SYS543
100 DATA 20,2C,F7,38,A9,15,8D,B1,03,A9
110 DATA 37,8D,B2,03,A9,6A,8D,B3,03,20
120 DATA 6C,F5,A9,43,8D,27,C0,A9,02,8D
130 DATA 2C,C0,20,BF,03,60,48,A9,EA,8D
140 DATA A0,01,A9,4C,8D,A1,01,A9,5C,8D
150 DATA A2,01,A9,02,8D,A3,01,68,4C,E2
160 DATA C1,A2,0C,BD,6A,02,9D,7E,08,CA
170 DATA 10,F7,4C,1B,08,A9,AD,8D,57,EA
180 DATA 8D,F3,E9,A9,60,8D,7D,F7,00,00
```

Heavens! **Alex Kirkland** has been a very busy man. In fact he's been that industrious that the only option open to me is to award him a £20 mail order voucher.
All the following pokes require an Action Replay cartridge…

RICK DANGEROUS

The first Dicky Danger escapade is a mite tricky, so the following POKEs – which give you infinite lives, bombs and laser bolts – should help enormously!
POKE1409,0
POKE10073,0

RUFF 'N' REDDY

POKE13309,165 – Infinite lives
POKE7256,0 – Infinite time

HONG KONG PHOOEY

POKE19428,0 – Removes the thugs

BLACK TIGER

POKE48765,173 – Provides immunity

KLAX

POKE8141,165 – Infinite drops

The next two cheats can be used by anyone possessing either an Action Replay cart' or a reset switch.

PLAGUE

These will give you infinite lives and bombs.
POKE25033,173
POKE16722,173
SYS16387 to restart the game.

MUNCHER

If this Chewits ad-inspired chomp 'em up is getting a bit sticky, try this for infinite lives.
POKE38218,0
SYS36892 to restart

Whereas this lets you start on any level. Replace the A with the number of the level you wish to start on:
POKE36973,A
SYS36892 to restart

And finally, this gets rid of the collision detection on the sprites.
POKE38102,0
SYS36892 to restart

This next cheat can be used by anyone.

OPERATION THUNDERBOLT

Get past level one with some continues left. When level two has loaded, start playing then abort using F1 and RUN/STOP. Don'ºt rewind the tape, just let it run and the next level will load. This works on all levels.

Here are a couple of useful cheats from Francis William of Leyton.

ARKANOID 2 - REVENGE OF DOH

On the high score table, type DEBBIE-5 for infinite lives, or alternatively type DEBBIE-3 for a permanently long bat.

SPIKEY IN TRANSYLVANIA

Blimey, look what's sneaked in here. If our solution isn't enough hold down the C, J and 2 keys for infinite lives.

SAMARITAN'S CORNER

TURBO AXE/GOLDEN OUT RUN

Very strange – both *Turbo Out Run* and *Golden Axe* have the same cheat mode, allowing you to skip levels with the greatest of ease. When you've tired of a particular level, pause the game with RUN/STOP, then prod the]; key to skip it.

That should please **Simon Musson** and **Gerald King** – if it doesn't, I'll cry.

ROBOCOP

Oh dear – it seems that practically everyone in the entire cosmos is having trouble with this one, including Mark Smithies, Kevin Davies, Steven Brewster, and Gerald King.

Well, Action Replay owners wanting infinte energy can enter POKE 44416, 0 for starters.

Or try typing SUEDEHEAD on the title screen of level one to automatically load the next bit. And when that has loaded, you could type DISAPPOINTED to load the bit after that.

As if that wasn't enough, the horizontally-scrolling street sections can be made considerably easier by holding the keys F, G, H, and J whilst pushing the joystick left/right to magically levitate above the street (hold those keys and up-left/up-right to move down again).

And if all else fails, try the listing below for infinite time and energy.

```
0 REM * ROBO KICKS BUTT LISTING *
1 FOR X=368 TO 438:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C=8571 THEN POKE 157,128:SYS368
3 PRINT"DATA ERROR"
4 DATA 32,86,245,169,32,141,84,3,169,134,141,85,3,169
5 DATA 1,141,86,3,96,72,77,80,72,169,96,141,147,172
6 DATA 141,104,173,169,32,141,38,247,169,163,141,39
7 DATA 247,169,1,141,40,247,104,173,32,208,96,72,169
8 DATA 96,141,36,177,141,147,168,169,173,141,125,176
9 DATA 141,236,167,76,158,1
```

CREATURES

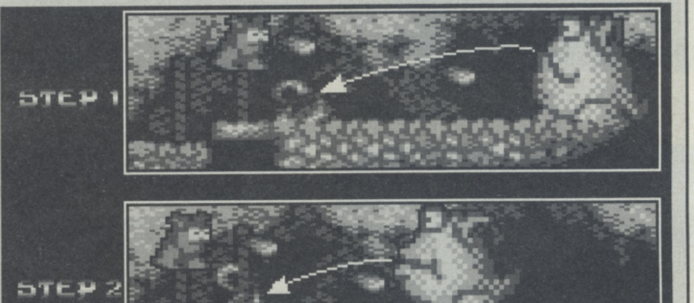
The fat guy on torture screen two seems to be the root of most people's anguish, and not surprisingly so. Cast your eyes over our three little piccies and learn...

STAGE 1 – Using the FLAMER or DROOPY weapon, stay on the lift (the fireballs cannot harm you) and repeatedly jump up and shoot at the blob.

STAGE 2 – When the blob walks forward a little, it's time to retreat, so drop down to the platform on the left and continue to bombard him.

STAGE 3 – The blob will then walk right up to the lift and begin to breath fire. Standing still, repeatedly use your flame breath and follow him as he retreats. Then run back onto the lift and repeat the process until he is dead. Ta-daa!

- If you have any gameplaying problems, write to **Samaritan's Corner** at the usual address.



Roger cheats the cheaps in CF 13, October 1991

Price Buster

READ THIS!

Fast 7 day delivery

AMAZING OFFER
SELECT ANY TWO GAMES FROM THE LISTS BELOW AT DISCOUNT PRICE

i.e. £2.99	+	£2.99	not	£5.98	but	£5.60
£2.99	+	£3.99	not	£6.98	but	£6.50
£3.99	+	£3.99	not	£7.98	but	£7.40

C64 SELLERS

64 FULL PRICE

	Cass.	Disk
Creatures	£7.50	£10.99
Dark Man	£8.50	N/A
Fist of Fury	£7.50	£10.99
Fun School II Range	£7.50	£9.99
Fun School 3 Range	£9.99	£12.99
Golden Axe	£7.50	£10.99
I Play 3D Soccer	£7.50	N/A
Kick Off 2	£7.50	£10.99
Last Ninja 3	£9.99	£12.99
Lotus Esprit	£7.50	£10.99
Manchester United In Europe	£7.50	£10.99
Multi Player Soccer Manager	£7.50	N/A
Shadow Dancer	£7.99	N/A
Shinobi	£7.50	£12.50
Supremacy	£10.99	N/A
Total Recall	£7.50	£10.99
Turrican II	£7.50	£10.99
Castle Master	£7.50	£12.50

BUDGET

Afterburner	£3.99
Antiriad	£3.99
APB	£3.99
Arkanoid - Revenge of Doh	£3.99
Armalyte	£3.99
Atom Ant	£2.99
Autotest Simulator	£2.99
Barbarian 2	£3.99
Batman The Movie	New £3.99
Batman The Caped Crusader	£3.99
Bigfoot	£3.99
Blazing Thunder	£2.99
Bubble Bobble	£3.99
C.J.'s Elephant Antics	£3.99
Cabal	£3.99
California Games	£3.99
Cauldron I & II	£2.99
Cavemania	£2.99
Classic Punter	£2.99
Classic Trainer	£2.99
Cricket Captain	£2.99
Cricket Master	£2.99
Daley Thompsons Olympic Challenge	£3.99
Defenders of the Earth	£3.99
Dizzy Panic	New £3.99
Double Dragon	£2.99
Dragon Ninja	£3.99
Driller	£3.99
Euro Boss	£2.99
Fantasy World Dizzy	£3.99
Fast Food	£3.99
Fighter Pilot	£2.99
First Division Manager	New £3.99
Footballer of the Year	£3.99
Forgotten Worlds	£3.99
Fruit Machine 2	£3.99
Galaxy Force	New £3.99
Gary Lineker Superskills	£3.99
Gauntlet 2	£3.99
Gemini Wing	£2.99
Ghostbusters II	£3.99
Ghosts 'n' Goblins	£2.99
Great Gurianos	£2.99
Gryzor	£3.99
Guardian Angel	£3.99
Hawkeye	£3.99
Hobgoblin	£2.99
Hong Kong Phooey	£2.99
Hot Shots	£2.99
Hunters Moon	£3.99
Interchange	£2.99
Kamikaze	£3.99
Kwik Snax	£3.99
Last Duel	£3.99
Licence to Kill	£3.99
Live & Let Die	£2.99
Magicland Dizzy	£3.99
Miami Chase	New £3.99
Miami Vice	£3.99
Mig 29 Soviet Fighter	£3.99
Mikie	£3.99
Moonwalker	New £3.99
Multimix 1	£4.99
Multimix 2	£4.99
Multimix 3	£4.99
New Zealand Story	New £3.99
Operation Wolf	£3.99
Outrun	£3.99
Panic Express	£2.99
Paperboy	£2.99
Passing Shot	£2.99
Pitstop 2	£3.99
Pro Tennis	£3.99
Pub Trivia	£3.99
Quattro Coin-Ops	£3.99
Quattro Adventure	£3.99
Quattro Arcade	£3.99
Quattro Cartoon	£3.99
Quattro Combat	£3.99
Quattro Firepower	£3.99
Quattro Power	£3.99
Quattro Racer	£3.99
Quattro Sports	£3.99
Quattro Super Hits	£3.99
Quattro Skills	New £3.99
Que Dex	£3.99
Question of Sport	£2.99
Quick Draw McGraw	£2.99
R-Type	£3.99
Rambo III	£3.99
Real Ghostbusters	£3.99
Red Heat	£3.99
Renegade III	£3.99
Return of the Jedi	£3.99
Ruff & Reddy	£2.99
Run the Gauntlet	£3.99
Scooby & Scrappy Doo	£3.99
SDI	£3.99
Silkworm	£2.99
Skatin' USA	£2.99
Slapfight	£3.99
Slightly Magic	£3.99
Soccer Director	£2.99
Solomon's Key	£3.99
Spike in Transylvania	£3.99
Spitting Image	£3.99
Spooky Castle	£2.99
Star Wars	£3.99
Strip Poker	£2.99
Super Scramble	£3.99
Superkid in Space	£2.99
Target Renegade	£3.99
Tarzan goes Ape	£3.99
Technocop	£3.99
The Empire Strikes Back	£3.99
The Games, Summer Edition	£3.99
The Games, Winter Edition	£3.99
Thunderblade	£3.99
Tiger Road	£3.99
Tilt	£3.99
Tomahawk	£2.99
Toobin'	New £3.99
Top Cat Beverly Hills Cats	£3.99
Top Gun	£3.99
Tracksuit Manager	£2.99
Treasure Island Dizzy	£3.99
Untouchables	New £3.99
Vigilante	£3.99
Vindicators	New £3.99
Wacky Darts	£3.99
Wec Le Mans	£3.99
World Games	£3.99
Xenon	£2.99
Xybots	New £3.99
Yogi & the Greed Monster	£2.99
Yogi's Great Escape	£2.99

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy
Cass. £7.50

HOLLYWOOD COLLECTION
Robocop, Batman the Movie, Indiana Jones & the Last Crusade, Ghostbusters 2
Cass. £10.99 Disk £13.99

100% DYNAMITE
Afterburner, Double Dragon, Last Ninja II, Wec Le Mans
Cass. £10.99 Disk £13.99

MIND STRETCHERS
Monopoly, Scrabble, Cluedo
Cass. £13.99 Disk £13.99

FAVOURITE BOARD GAMES
Cluedo Master Detective
Cass. £7.99 Disk £10.50
Diplomacy
Cass. £7.99 Disk £10.50
Monopoly Deluxe
Cass. £7.99 Disk £10.50
Risk
Cass. £7.99 Disk £10.50
Scrabble Deluxe
Cass. £7.99 Disk £10.50
Trivial Pursuit **Cass. £12.50**
Trivial Pursuit Babyboomer
Cass. £12.50
Pictionary **£12.50**

VIRTUAL WORLDS
Castle Master, Driller, Total Eclipse, The Crypt
Cass. £12.50

RAINBOW COLLECTION
Rainbow Islands, New Zealand Story, Bubble Bobble
Cass. £7.50

POWER UP
Altered Beast, Turrican, Chase H.Q., X-Out, Rainbow Islands
Cass. £11.99 Disk £13.00

MEGA HOT
ATV Pinball Sim, BMX Sim, Pro Tennis, Int. Rugby, Mig 29 Fighter, Fruit Machine, Grand Prix Sim
Cass. £4.50

GRANDSTAND
Gazza's Super Soccer, World Class Leaderboard, Pro Tennis Tour & Continental Circus
Cass. £12.50

HANNA BARBERA CARTOONS
Yogi's Great Escape, Hong Kong Phooey, Ruff & Reddy, Top Cat
Cass. £7.50

Call us on our 24 hour credit card hotline 021-440 4108 please state name, card number, expiry date and goods required

MasterCard VISA Access

ORDER FORM AND INFORMATION. All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to: PRICEBUSTER Unit 23, 14/20 George Street, Birmingham B12 9RG.

BLOCK CAPITALS

Name: ....

Address: ....

....

....

Postcode: .... **Tel. No:** ....

Name of game	Computer	Value
	Postage	
	Total	

Credit Card No .... Expiry Date ....

Signature .... Date ....

POSTAGE RATES: Please add 50p p&p on all orders under £5.00. EEC countries add £1.00 per item. Non EEC countries add £2.50 per item. Cheques payable to: Price Buster

---

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

64/128

'AMAZING ARRAY OF PRACTICAL USER FRIENDLY FUNCTIONS' ZZAP!

* TOTAL BACKUP

* TAPE & DISK TURBO

TRIED AND TESTED OVER 100,000 SOLD IN EUROPE

SO MUCH FOR SO LITTLE

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging. The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
These disk commands are used in your own program only.

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. These tape commands are used in your own programs only.

POWERMONITOR

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey.
The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.

Bitcom Devices Ltd does not authorise or purport to authorise the making by any means or for any purpose whatsoever of copies or adaptions of copyright works or other protected material, and users of the Power Cartridge must obtain the necessary prior consent for the making of such copies or adaptions from all copyright and other right owners concerned. See UK Copyright, Designs & Patents Act 1968.

POWER RESET

On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.

CONTINUE	– Allows you to return to your program.
BASIC	– Return to BASIC
RESET	– Not for pokes or infinite lives
TOTAL BACKUP DISK	– Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.
RESET ALL	– RESET of any program.
TOTAL BACKUP TAPE	– As BACKUP DISK but to TAPE.
HARDCOPY	– At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
MONITOR	– Takes you into the Machine language Monitor.

POWER CARTRIDGE
ONLY £17.30 INC. VAT

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

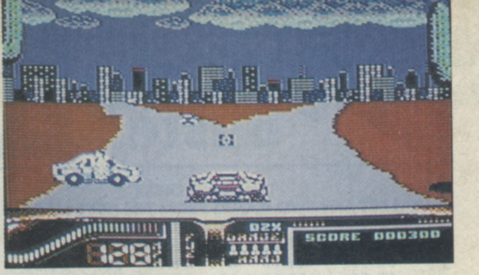
"MONEY WELL SPENT" YC/CDU JAN 90

42 page manual "dammed good handbook" CCI Jan 90

BDL
Bitcon Devices Ltd

Bitcon Devices Ltd.
88 BEWICK ROAD
GATESHEAD
TYNE AND WEAR
NE8 1RS
ENGLAND.

TEL: 091 490 1975 and 091 490 1919
FAX: 091 490 1918
To order: Access/Visa welcome – Cheques or P/O payable to BDL.
UK orders add £1.20 post/pack total – £18.50
incl. V.A.T.
Europe orders add £2.50. Overseas add £3.50
TRADE AND EXPORT ENQUIRIES WELCOME



Aaaargh, road split! And not only do I have to decide which way to go, but I also have to avoid that jack-knifing police car

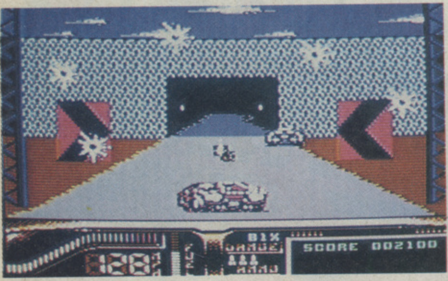
It seems like there's always one more driving game around the next turn. But does System 3 drive our reviewer round the bend with this one? There's only one way to find out. Strap in, check your systems and go. The chase is on, and there's no turning back...

TURBOCH

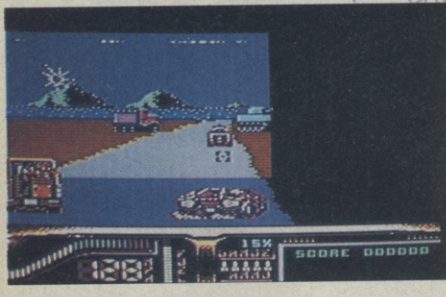
If you thought *Out Run Europa* was the best driving game you'd ever seen, cop a load of this. Okay, so the screen shots don't look anywhere near as colourful as those from *ORE* (which we only reviewed last month) but when you actually see the game running you'll know exactly what I'm on about.

For one thing the screen update is obscenely fast, and becomes even more amazing when you sit back and take in the scenery's high detail. But more on the game's technical merits later. You play the part of a customs officer – but not any old customers officer. Oh no, you are in fact a rather hip Lamborghini-cruising dude.

Unfortunately, just as you're cruising round town, impressing all the lovely locals with your machine, you learn that a terrorist leader has discovered the locations of a number of UN arms dumps. Does he think, 'Blow me, this is a bit sensitive. I'll just pretend I never found it in case the coppers nip round?' No, he does not. He quietly sends his dodgy mates round in a big Ford Transit to nick the stockpiles. It's now up to you to make sure he never gets to use them.

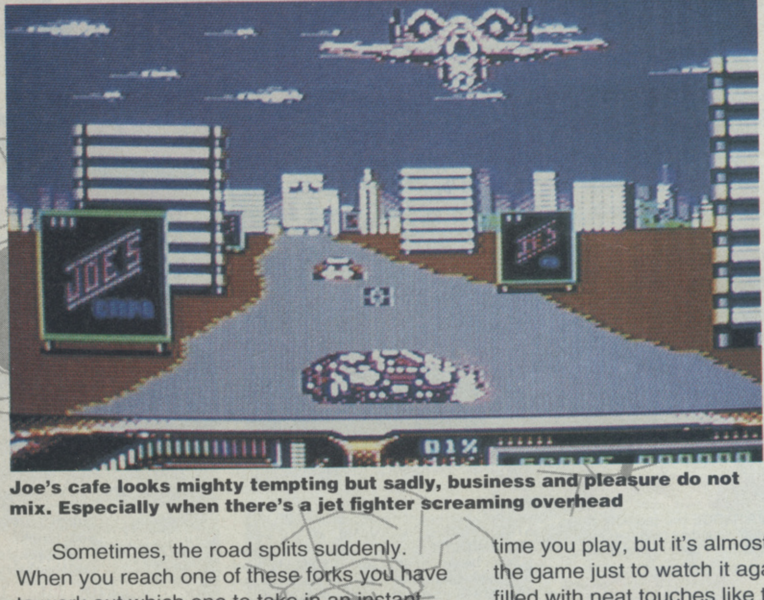


Dear oh dear, I'm getting a bit of a pasting. Perhaps that tunnel will give some protection. Then again perhaps not. Watch out for vans like this one. They're always crammed full of terrorists who are after your blood



Before each level starts, you learn where your enemies are via a satellite link. Then it begins. Levels are divided into two sections, or countries. The first half of the level takes you through friendly territory where there's little enemy resistance – it's just a way of letting you build up your confidence. Halfway through the level you break through the border checkpoint and things start to hot up. Helicopters open fire on you, vanloads of terrorists shred your windscreen with gunfire, jet fighters strafe the road. And if that isn't the worst jam you've ever been in, mines and barbed wire increase the danger tenfold. But that's what you're there for.

In *Turbocharge*, you still view your car from behind but when you push left and right on the joystick, the road itself moves, not the car. The more you play, the more you realise that this approach enables you to concentrate on what's coming towards you. It feels much more like real driving and enables you to simply get on with the action without the added hindrance of an unresponsive vehicle.



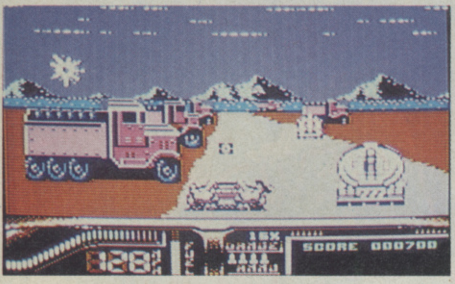
Joe's cafe looks mighty tempting but sadly, business and pleasure do not mix. Especially when there's a jet fighter screaming overhead

Sometimes, the road splits suddenly. When you reach one of these forks you have to work out which one to take in an instant. Choose the wrong one and you paint a wall a violent shade of Lamborghini. So how do you figure out which fork to take? I'm not gonna tell you. System 3 want you to work out the answer to this, and other minor puzzles in the game, for yourself.

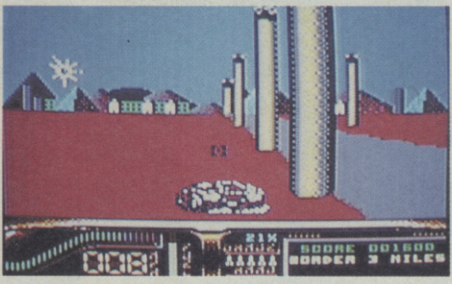
Most of the time you should concentrate on emptying those lanes of occupants. Rammers, police, whatever. Take 'em out. And remember, you're guzzling fuel fast. There are fuel cannisters all along the way but you've got to be faster off the mark than Carl Lewis to get 'em. If you do miss them, which is extremely likely, keep your eye on the fuel gauge and hit a turbo only when the time is right. Rocketting past aggressors without slowing down to engage them in combat gets you to the end-of-level terrorist more quickly than, er, a very quick thing.

Every level's scenery is unique. Inevitably there are pyramids and sphinxes in Egypt, tanks in Libya, skateboarding monks in Tibet (er… p'raps not) and a few picture postcards' worth of countries at least. Even the presentation or in-betweeny screens are excellent. Whenever you get a satellite message, arrest a terrorist or come to a sticky end, you're treated to one of 13 pixelated masterpieces. The animation in the game itself is red hot – especially when your car explodes. You'll see it soon enough first time you play, but it's almost worth forfeiting the game just to watch it again. The game is filled with neat touches like this – it'll take a while to spot them all.

System 3 have already made a lot of noise about the game's sound (if you know what I mean). They claim they've succeeded in producing five channel sound on the 64. That's stretching the truth a tiny bit but instead of sitting with your ear to the monitor and trying to count them, just sit back and let



Don't ask me where this is, I haven't got a clue. One thing's for sure, it's full of lorries. The scenery on each level is highly detailed



Some driving games are annoying in that leaving the road leads to death. Not so in *Turbocharge*. But you must avoid the pillars

HARGE

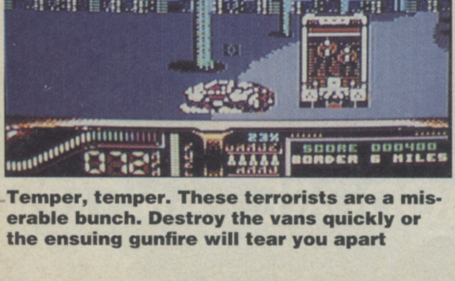
It's a Corker!

it hit you, which it will.

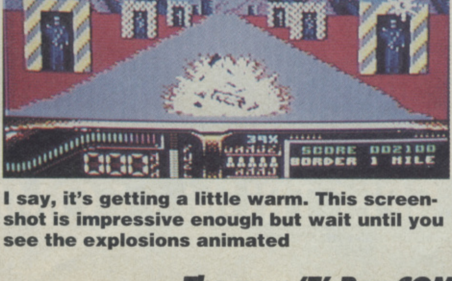
Once you've either dealt with or overtaken the mainstream opposition, you catch up with a terrorist leader. He may be a bad guy but he's got a car like yours, so you've got to give him credit for taste. Having said that, you're not here to admire his wheels so use whatever means possible, whether it be gunfire or missiles (hey, who cares?), to get him to stop. Once you've done this, you're given your next set of orders and it's off to your next location.

If the features I've already described haven't convinced you that this is an unmissable experience then let me tell you now. The superior control method, the speed, the graphics, the gameplay and the sound effects all add up to a gut-wrenching intercontinental law-enforcement extravaganza. If you missed *Out Run Europa* buy this. If you bought *ORE*, sting your folks for the cash and buy this anyway. Any Commy owner who lets an opportunity like this pass him by is, on the one hand stupid, and on the other hand incredibly stupid.

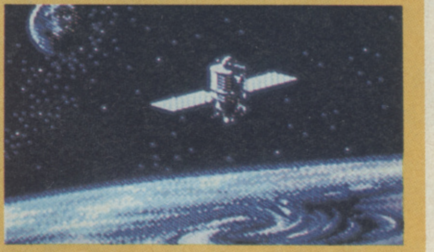
ANDY



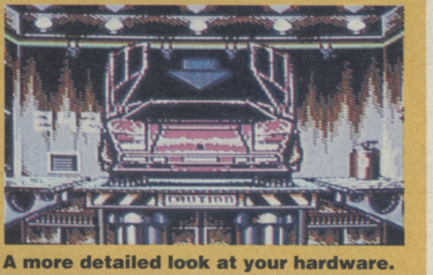
Temper, temper. These terrorists are a miserable bunch. Destroy the vans quickly or the ensuing gunfire will tear you apart



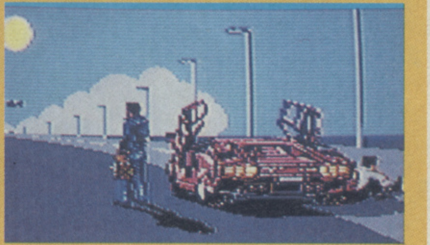
I say, it's getting a little warm. This screenshot is impressive enough but wait until you see the explosions animated



Whenever you get a new set of orders, this is what you're shown



A more detailed look at your hardware. Enjoy it, it won't stay that shiny for long



Waste your fuel and you'll be trading tyres for trainers, and in this heat too

Game	**Turbocharge**
Publisher	**System 3**
Cassette	**£11.99**
Disk	**£15.99**
Release	**Out now**
Contact	**081 866 5692**

POWER RATING

THE DOWNERS...

- Level 5's action is similar level 1's

100

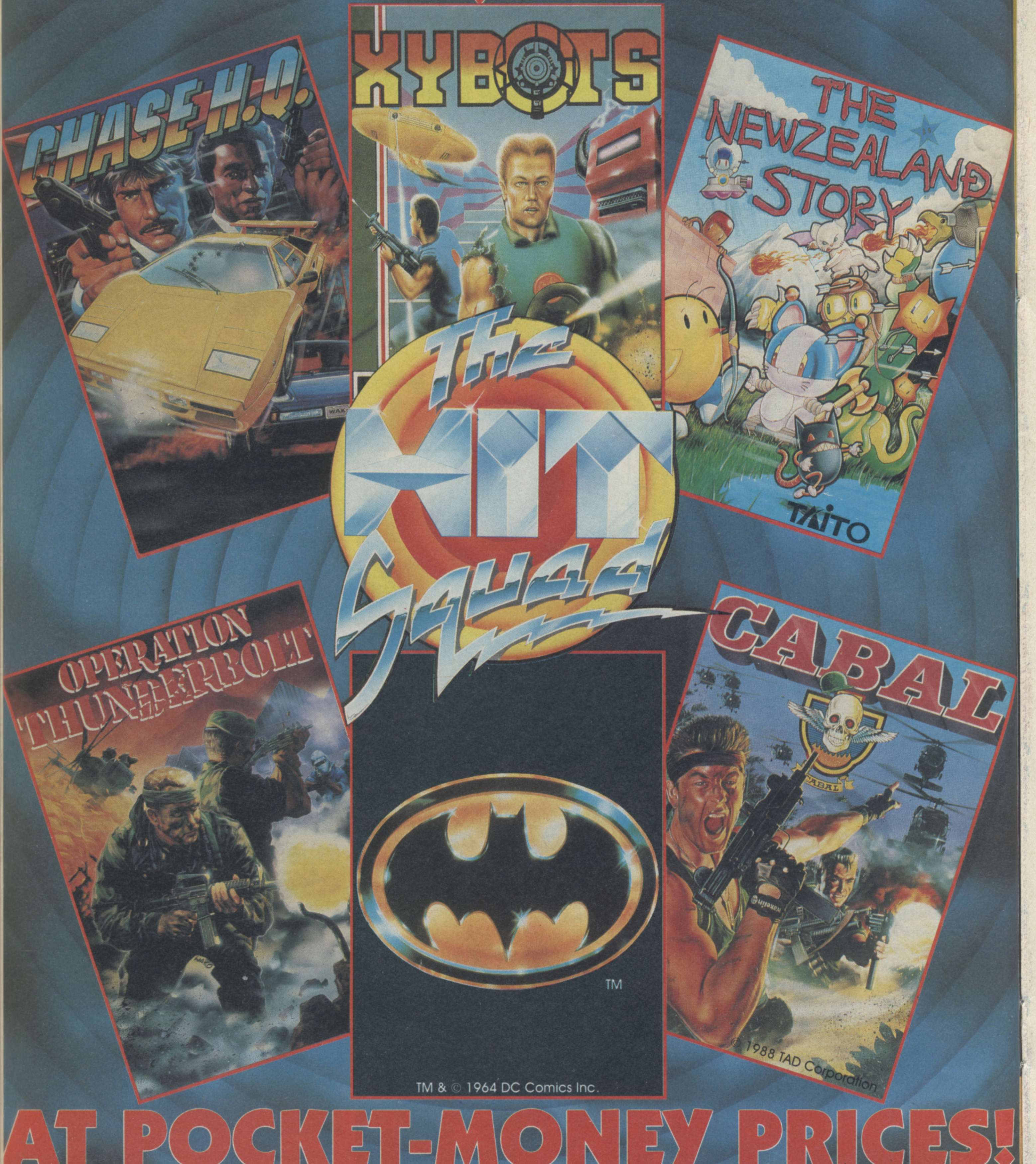
93%

- **Speed you wouldn't believe. Boost will blow your socks off**
- **Wonderfully detailed scenery, and lots of it**
- **Unusual but effective control method**
- **Limited fuel and missiles make it more a game of good judgement than luck**
- **Road-forks, just to make things more juicy**
- **Loads of debris to avoid, and opponents to blast**
- **Tunnel and explosion effects are brill**
- **Soundtracks (five channel or not) add considerably to it**
- **Presentation screens are nice 'n' atmospheric**

...AND THE UPPERS

0

THE BEST IN QUALITY GAMES


CHASE H.Q.
XYBOTS
THE NEWZEALAND STORY
TAITO
The HIT Squad
OPERATION THUNDERBOLT
CABAL
TM
TM & © 1964 DC Comics Inc.
© 1988 TAD Corporation

AT POCKET-MONEY PRICES! ONLY £3.99 EACH

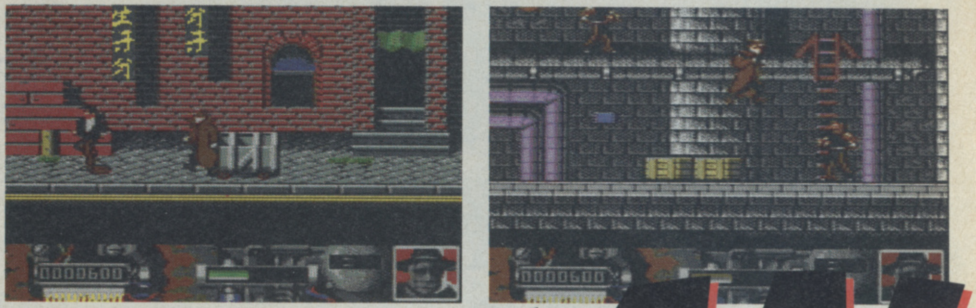
ALL AVAILABLE FOR: **SPECTRUM · COMMODORE · AMSTRAD**

HIT NAMES · HIT GAMES · HIT SQUAD

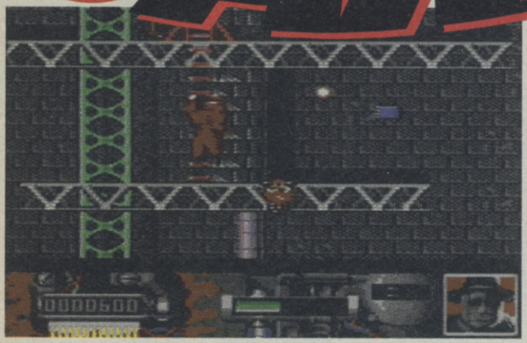
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX

DARKMAN

Every soul has a dark side because of they way they swim (*that's 'sole', you fool – Ed*). But there's nothing fishy about this new game from Ocean. In case you missed the film it's based on, you play a scientist who's horribly disfigured in an explosion at his lab. The explosion was manufactured by arch-mobster Robert G Durant, whose pyromaniacal cronies went a-torchin' your pad on an evidence elimination mission (some papers incriminating Durant had fallen into your hands). All burned up with no face to show, you set about the perfectly reasonable job of seeking revenge. Enter level one. Starting off as a humble brown sprite, you learn that Durant's dudes are going to pick up drug money in Chinatown. It's money you need, so you go to intercept it by sideways scrolling your way past gunmen, thugs and ninja. You have to do a lot of dodging and there's a fair amount of distance to cover. But the bad guys are easy to beat up. Once they're down, they stay down.



(Above) A little trouble in Chinatown, nothing too difficult. (Right) Darkie the athelete goes crate jumping. A great sport for all...



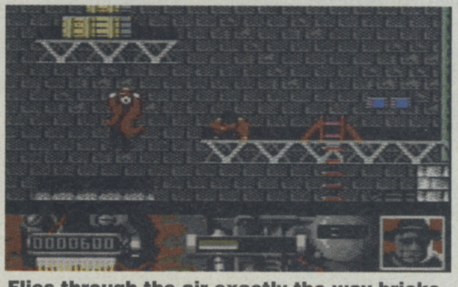
Robot droids scuttle along the scaffolding in Durant's factory (level two). Climb the ladders to reach the roof but watch out for the helicopter

On an intermediary screen you have to spy on cronies walking past windows, while photographing one of them, so that you can construct a disguise. Time is of the essence and you're low on film but you can do it if you keep calm.

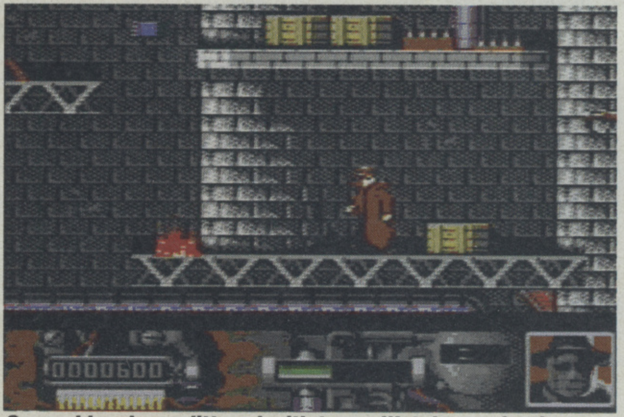
In level two you're trapped in a factory by Durant's cronies and the only way out is up to the roof. This platform level brings back memories of *Batman The Movie* but save the comparisons. The games soon become even more similar. The bad guys here are harder to beat up (they get up again, in other words) and some of the scenery is trapped with spikes. But it's a cracking level to play.

On the next level you return to the factory roof to face Durant and his grenade firing helicopter. You have to leap from rooftop to rooftop in order to escape. Avoid the explosions while getting into a good enough position from which to reach the next building.

Next you prepare a time-bomb back in the wreck of your old lab and then fight your way out of the building. But assuming you get out of there sharpish, it's on to level five where all you've got to do is survive. However, by now you're hanging from a rope beneath the chopper, as the pilot dangles you in front of freeway traffic. Succeed and you scramble aboard a tanker, tie the rope and put paid to Durant. But... The real evil mastermind was someone else all along. The showdown with Strack takes place on a skyscraper cluttered with the last of the cronies and a few more traps. You win by throwing Strack from the roof.



Flies through the air exactly the way bricks don't... The guy on his knees will get up again. You can't kill your foes on this level



Several levels are littered with traps. Watch your footing. Darkie's just about to leap off the platform to the left here but if he gets burned, he'll probably fall a few levels

Darkman is familiar Ocean fare carried off with slick graphics, satisfactory sound effects and balanced gameplay. No ground breaking moments take your breath away but what is there is good. My only reservation is that more accomplished joystick jockeys will crack it with far less effort than I applied. Handle with care.

SEAN

Game	**Darkman**
Publisher	**Ocean**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**061 832 6633**

POWER RATING

THE DOWNERS...

- Possibly a little too easy for experienced gamers
- Looks like some of Ocean's old *Batman* code has been given a new lease of life
- Hefty multiload

100

–

–

71%

–

–

–

–

–

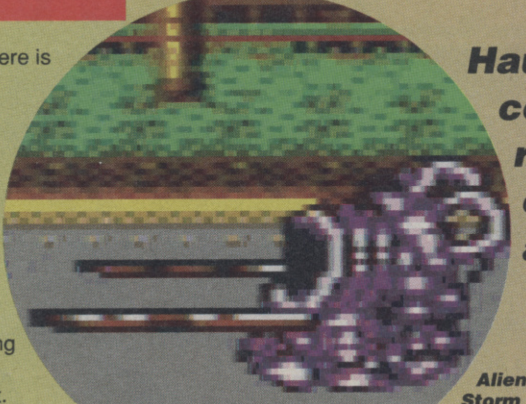
–

0

- **Chunky, well animated sprites and crisp background scenics throughout**
- **Seven completely different styles of gameplay to capture the plot of the film**
- **Original idea for the 'tween level game**
- **Reasonable sound effects often act as hazard warnings**
- **Responsive controls help the playability**
- **Programmed with finesse**
- **Good ending**

...AND THE UPPERS

What we need here is a good catchphrase. 'In space, no-one can hear you scream'? Naah, too spacey. 'When man is the warmest place to hide'? Nope, not scarey enough. 'He's coming to town with a few days to kill'? Pfff, too corny. 'Don't be afraid… be very, very afraid'. Hmm, getting there. How 'bout, 'OH MY GOD! Aliens! Run awaay!!'. Yep. Like it.



***Alien Storm* graphics work hard to live up to their name. This beastie looks like it's been hit by lightning more than once**

Hauled onto the 64 via a Sega coin-op, the latest US Gold release offers the chance to cook creatures from another planet. And why not? These guys seem intent on squatting in otherwise inconspicuous washing machine warehouses. Our reviewer investigates a few crates

ALIEN STORM

There's no two ways about it, US Gold's *Alien Storm* is full of them. Wriggling blobs, scurrying spider-types, gloppy green creatures that dangle from the ceiling, stomping bipeds – you name it, it's got 'em.

Now some ETs are all right, but these dudes have a real attitude problem. They've landed on Earth and are currently kicking up some dust – bumping off humans, ransacking shops, parking their intergalactic supercruisers on double yellow lines and generally acting like jerks. Time to kick slimey alien butt. And remember, 'This time it's war' (ah, there's another good one).

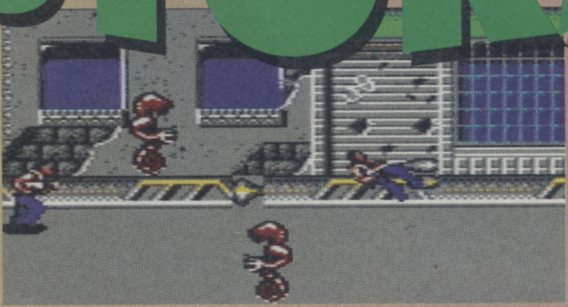
At the start of all this inter-species aggro, you and a buddy get to select your alien-scorching character from a team of three. There's a girlie, a blokey and a droidey (although in truth all three characters look pretty much the same apart from their colour scheme). Anyway, pick your person and off you trot to inflict some pain.

Basically, what we have here is a *Golden Axe* beat 'em up… well, more of a Shiny Laser roast 'em down really. Your characters walk along the scrolly scenes plugging meanies with bullets, or using their lasery gadgets to unleash a stream of photon death on the alien interlopers. If the weird ones are getting a bit too close for comfort, you can perform inhuman acts of somersaulting, or the far cooler Starsky and Hutch-style barrel roll to avoid their tentacular advances. Alternatively, hit a function key to unleash your smart weapon. A wave of pure energy (well, character blocks) sweeps the screen and destroys everything in its path – except you.

Once an attack wave has been summarily slaughtered, an 'OK' beacon signals that you should move on.

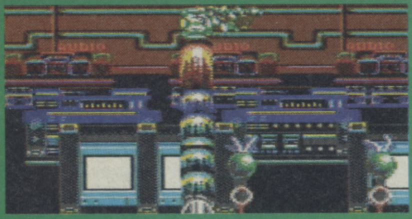
Clear the street scene and you are guided into a building in which the aliens have set up home. (Now, for some strange reason these are usually electrical retailers or household goods stores. Why extraterrestrials with control over light-speed space vessels should feel at home nestling between cases of Sony TVs and Kenwood Chefettes is totally beyond me.)

This section offers an *Op Wolf* style blaster, where you waste the meanies as they appear from

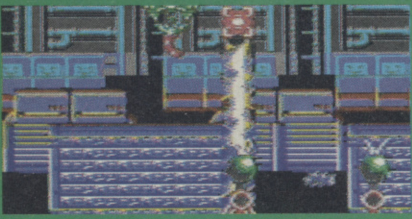


In ultra-fast scrolly mode, one of our laser-wielders performs a somersault over the nasty red baddies. I know it doesn't *look* very fast, but just take my word for it

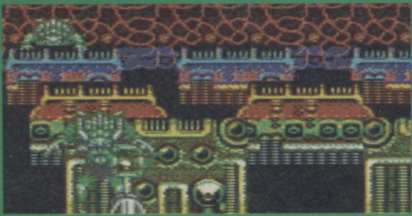
Things in store



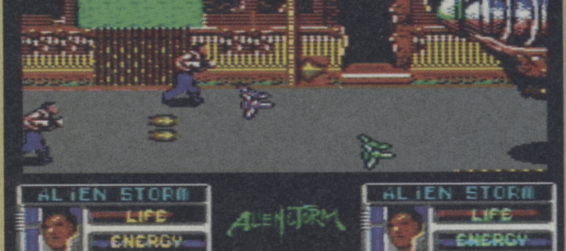
The *Op Wolf*-style intermediate levels start off in an electrical retailers…



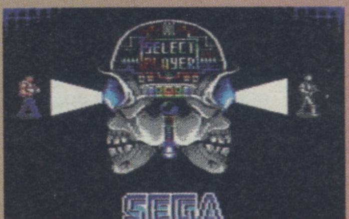
… Move through the odd factory warehouse packing-case type of place…



… And end up in the alien mothership, where things get *really* heated!

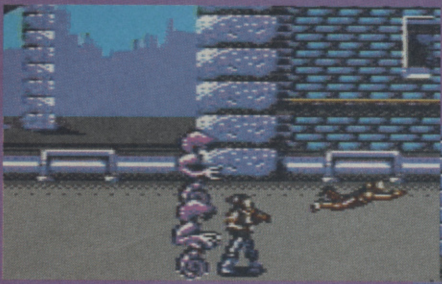


On the trail of the alien mothership (for flying along in a built up area with no tax). As you can see on the status panel, both players have chosen Elvis as their alter ego

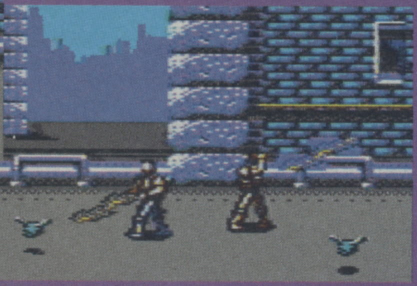


The intro bit where you choose your character (well, colour scheme) from man, girl or droid

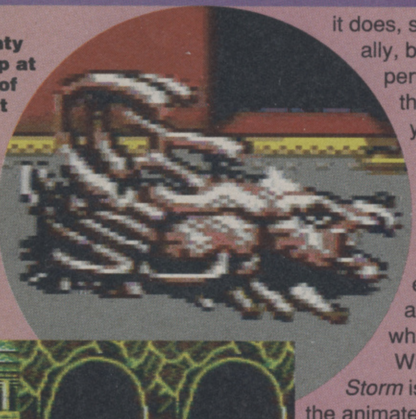
Pick me ups



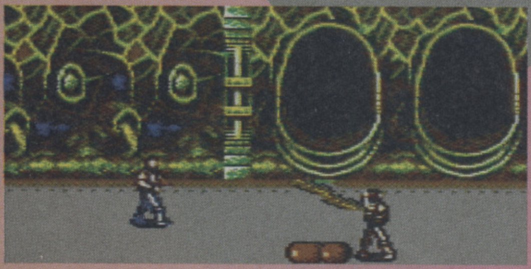
When these purple people-eaters appear, they hover around and insist on picking your character up and dropping them again from a height. This is annoying and hard on the ankles



However, give them a good lasering and they release these little flying jobbies. Burn them and they release energy cells to replenish your smart bomb meter



This pink 'n' pointy beastie crops up at the end of one of the levels. Hit it with enough firepower and it'll vibrate itself to pieces – a very pleasant sight after having had your butt kicked by it for the last ten minutes



Inside the mother ship, things get well spooky. The backdrops, as you can see, are pretty damn fine

behind crates, pop up from the floor, fly across the room or wriggle along the ceiling. The occasional creature also releases energy pods which can be shot (picked up) to boost either your flagging lifeline, or your smart weapon potential.

Occasionally you have to rush to the next scene – and I do mean rush! This high-speed scroller has both troopers pegging it along the road like their lives depended on it (which it does, sort of). You shoot continually, but can tap the fire button to perform somersaults. Reach the end of this section and you enter another *Golden Axe*-style section.

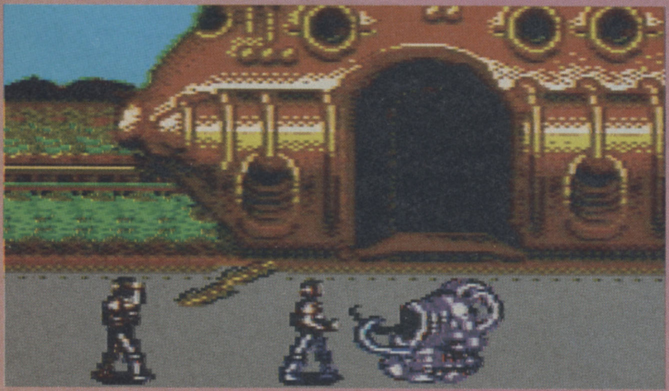
And so it continues, alternating between these three different stages (in no particular order) until you enter the alien mothership and destroy the brain-thing which controls them all.

Without exception, *Alien Storm* is a real visual treat. From the animated monsters, to the super-fast scrolling to the gorgeous alien graphics inside the mothership. The 64 has never looked so colourful.

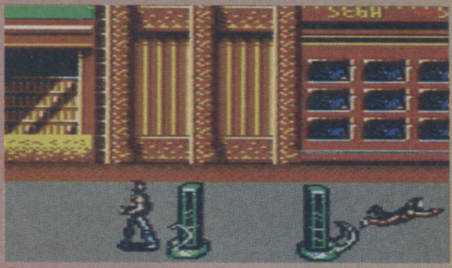
Unfortunately I can't be so complimentary about the sound. A jolly ditty beeps throughout completely shattering any feeling of impending doom. My advice is to load the game, turn the sound off, buy the movie soundtrack from Alien and play that instead.

Gameplay is fine – and all the better for having a simultaneous two-player option – although even with the intermediate stages, it does grow a bit wearisome. There's a hell of a lot of game to hack through and by the end there's a definite feeling of 'been here, done this'. Even alien annihilators can feel jaded.

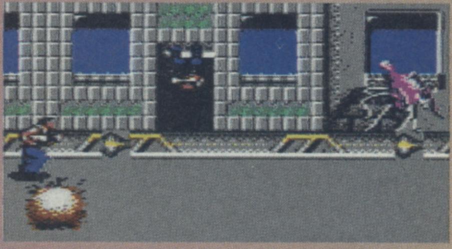
I would also have liked a bit more variety in the enemy attackers. There are only about half-a-dozen species of creature that repeatedly crop up throughout the mission, and you soon start wishing that you could face something different. Again there are some wonderfully grotesque end-of-levellers – but I wanted a few more to fight.



And here it is – one alien mothership, double parked and full of slimies. Watch out for the purple tea-pot alien – he'll prod you with his tentacles as soon as look at you



Crap plan A: 'Turn your back on them. If we can't see them, I bet they can't see us. Then when they've got bored weaAARGH!'



Crap plan B: 'I'll hang upside down from this doorframe. When the spidery alien comes over to see what I'm doing, waste him!'

A quick warning to people with a low threshold for tape multiloading. The levels are quite short, and since each is loaded in separately, don't be surprised if you spend a fair amount of time tape-flipping and rewinding instead of leapin' and laserin'.

Alien Storm isn't the bestest game ever but it's certainly slick, very nicely put together and good fun with a partner, too. You surely could do worse this winter than curl up in front a warm, freshly-toasted being-thing from another planet.

STEVE

Game	**Alien Storm**
Publisher	**US Gold**
Cassette	**£11.99**
Disk	**£16.99**
Release	**October**
Contact	**021 625 3388**

POWER RATING

THE DOWNERS...

- Minimal variety in opponents and gamestyle eventually grows dull
- That soundtrack...

100

86%

- **Colourful graphics are extremely good – especially inside the mothership**
- **Two-player beastie burning doubles the fun**
- **Three different gamestyles keep the yawns at bay and the trigger finger pumpin'**
- **Main characters are nicely animated and quick to react**
- **The super-smooth parallax and rapid scrolling is very eye-catching**
- **Neat intro and player select**
- **One hell of a long mission with some eight multi-stage missions**

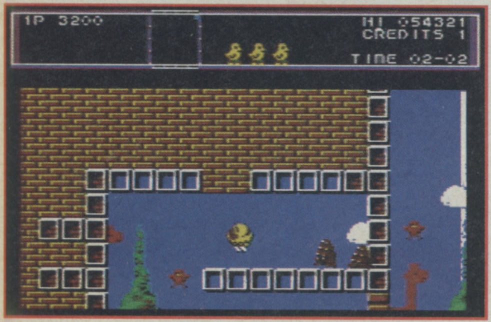
...AND THE UPPERS

0

Commodore FORMAT
FAST FORWARD ● TURBOCHARGE

ROGER FRAMES
buys
Budjit Games

***There we all were at CF's 1st Birthday party, having a smashing time, when I was stricken down with some horrible disease. Sent temporarily mad by my affliction, I stumbled down to the river and fell in. Lucky that inner tube was nearby or–* (Hold on a sec... Didn't you just get drunk on sherry trifle? – Ed).**



Kwik fit a kiwi into your C64. *The New Zealand Story* has never been cheaper. If you've not got it yet, don't wait any longer

THE NEW ZEALAND STORY

Hit Squad, £3.99

It's a Corker!

Oh no! I only reviewed this last month. That was when it appeared on *The Rainbow Collection* from Ocean. Now it's on budget so you can savour its delights for only a few quid.

It's a platform game in which you take the part of a kiwi bird whose friends have been kidnapped by a walrus. There are 20 levels in all with a big bad guardian type at the end of every fourth level.

The platforms make up simple mazes for you to crack. Sometimes the route seems impassable but there are numerous spaceships, balloons and even floating rocks that you can leap aboard to get round obstacles.

At the start of the game you are in possession of a bow and an unlimited supply of arrows. Further into the game you get the opportunity to pick up more meaty forms of firepower, such as the blasty bomby thing, or the whizzy laser-like item. (*I wonder if it's too late to sack him? – Ed*)

Early levels are tricky but well structured, so that you get a little further into the game each time you play. Even the first couple of end-of-level guys aren't too bad. However, one thing that mars the game a bit is the way it suddenly becomes so hard later on. As you get further into it, the levels become more and more nightmarish. By the time you get to the icy levels near the end, you will have probably reached the end of your tether. It's a bit of a shame really in view of the very high standard of graphics and the entertaining style of gameplay. Still, I'm sure there are more than enough of you out there who are far better gameplayers than I, and it is to those this game should be highly recommended. At this price even I can afford it, so it has to be a Corker!

THE NEW ZEALAND STORY

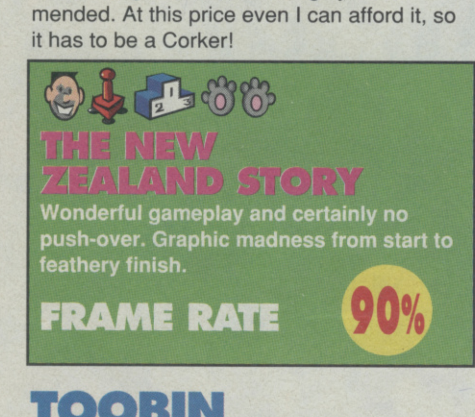
Wonderful gameplay and certainly no push-over. Graphic madness from start to feathery finish.

FRAME RATE 90%

TOOBIN

The Hit Squad, £3.99

Tengen alert! Domark's version of the coin op makes it onto budget, and thank goodness 'cos for a full pricer, it was decidedly average. The well-named game is based on and named after the odd sport of toobin', in which toobers, if that's the right word for them, travel down a fast flowing ravine on an inner tube with nowt on but their shreddies.



Yeah, it's inner toob time! Though it gets a bit boring later on, *Toobin'* is good fun to play for a while. Not easy either

There are plenty of levels to cope with but unfortunately they all follow directly on from one another, there's no break between 'em. It would have been more fun if you had to complete each course individually to qualify for the next. Having said that, all the levels are different. There's a standard ravine section, a jungle section and a grand canyon rapid glide, to name but three.

Along with changes in scenery come new hazards. In the first level you merely have to contend with floating debris and hands that try to drag you under. Later, though, the hands and debris are still there, you also have to out-manoeuvre crocodiles, clifftop snipers, thorny bushes and fishermen's hooks. Ouch!

There are also slalom posts to get between, beach balls to pick up and the odd weapon or two to collect. The game plays fairly well and the graphics are adequate, but it's all a bit boring. It just goes on and on and you end up thinking, 'What's the point?'

TOOBIN

Nice idea, shame about the lack of variety. Pennywise people like me should think twice before buying this.

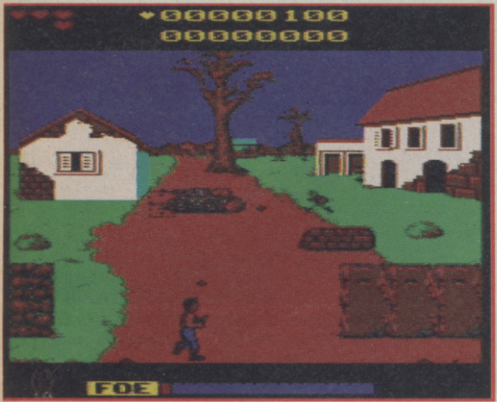
FRAME RATE 56%

CABAL

The Hit Squad, £3.99

If you're after a heavy duty *Op Wolf* like challenge, look no further. The graphics ain't nearly as big and meaty as *Op Wolf* but the gameplay more than makes up for it. You control both your soldier and an on-screen crosshair. Move the joystck and they both move across the screen. Move the joystick

Tak
shor
thin



Take cover or you're going to be playing a very short game of *Cabal*. The enemy throw everything they've got at you soon enough

while simultaneously firing and only the crosshair moves. This is useful, because you can manoeuvre your man behind one of the numerous objects that offer cover from enemy fire, then move the crosshair back out to lay waste to dozens of the bad guys.

And you need to. The foe are everywhere. Shoot them quickly and everything is hunky dory. Leave it too long and they start firing back. Even this isn't too bad at first, thanks to their inability to aim well when they open up, but they soon get a tag on where you are and adjust their aim.

There are also tanks, planes, helicopters and grenade-launching trucks to contend with. These are harder to kill, so a well placed grenade is of more use here. There's a death quota to be met on each level, represented by a bar along the bottom of the screen. When you've killed enough of the blighters it's on to the next level.

After every fourth level there's an end-of-level baddy to kill. The first of these, by way of an example, is a Chinook helicopter that lets fly with various forms of weaponry. Just use plenty of grenades and keep firing. Eventually it'll explode.

The graphics, while simple, are highly effective. The enemy troops appear from behind all sorts of barricades. And speaking of barricades, if your cover is hit too often, it comes crashing down, making your task all the more diffficult. Basically, *Cabal* is a brilliant military shoot 'em up.

CABAL

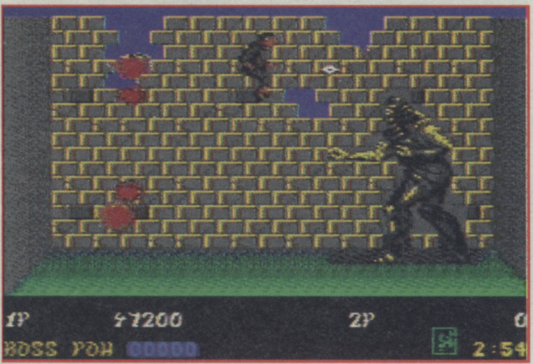
Frustrating but brilliant fun. Effective graphics and hordes of enemy troops to defeat. Set your sights on it.

FRAME RATE 83%

SHINOBI

Mastertronic, £3.99

Ninja fun for all the family here, in this conversion of the Sega coin-op. You play Joe Mushashi, a graduate of the Ninja school. Being the most respected ex-pupil you are invited back to the annual graduation ceremony. Unfortunately, Bwah Foo, an ex-pupil turned bad, kidnaps the entire junior class and demands a heap of gold by Wednesday.



Huge gruesome types lurk in dark alleys in *Shinobi*. Keep your shuriken sharp and these end-of-level lackeys are easy to lick

Each level, or mission, involves travelling along the horizontally scrolling play area, killing Foo's henchmen and rescuing the captive students. Not as easy as it sounds. Foo's followers are many and varied. The majority of them are easily dealt with, as they only use unarmed combat. But there are lots of them, so you often find yourself messing with them while a more powerful opponent sneaks up on you. These tougher baddies are equipped with shields and sabres or guns.

When you've collected all the kidnappees on any one level, you go up against an end-of-level baddy who's usually massive, always heavily armed and invariably hard to kill. After this comes the bonus level involving three platforms, several dozen Ninja and a hearty helping of shuriken. This bit is especially impressive because it's sort of 3D. Your opponents come flying out of the screen at you and your shuriken go flying into the screen at them.

It's very much like *Shadow Dancer*, but without the dog. It may not be as sophisticated but the playability is there. I like it lots and because of that I may well give it 82%.

SHINOBI

The forerunner to one of this year's better games is pretty good in its own right – especially at this price.

FRAME RATE 82%

DIZZY PANIC

Codemasters, £3.99

Let me tell you a little story. Once upon a time there was a character in a game who looked like an egg and was called Dizzy. The games he appeared in were for one thing budget titles and, for another, very, very good. In fact the rounded little fellow enjoyed enormous success, especially on the 64.

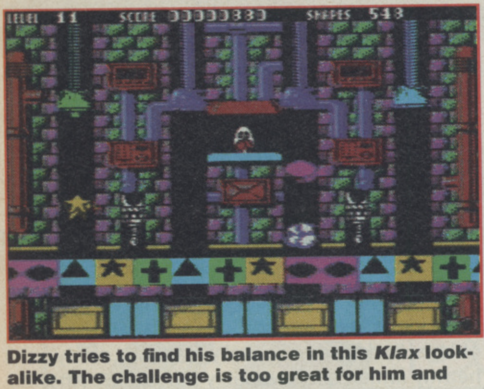
After a short rest, much to every one's rejoicing he returned in a new game. This is that game. Is it hugely playable like its forerunners? Not really, no. In a phrase, and a very descriptive one to my mind, it's a huge steaming bin liner full of centuries-old horse muck.

The gameplay is like a poor mixture of *Tetris* and *Klax*. There are four descending funnels along the top of the screen which release blocks of different shapes and colours. Along the bottom of the screen is a bar with holes that correspond to these shapes and colours. What you have to do is move the bar left and right with the joystick to enable the shapes to fall into their relevant holes. At first only one shape at a time falls. But as you get further into the game several are released at once.

The ultimate aim is to meet your shape quota, as shown at the top of the ▶

1
1
1
1
1
1
Commodore FORMAT
1
CF 1ST BIRTHDAY
AWR

For a brief moment the joysticks could be dropped and the *CF* crew could celebrate their very first birthday before getting back to work. We would have had some sherry trifle, too, if it wasn't for a certain greedy budgeteer...



Dizzy tries to find his balance in this *Klax* look-alike. The challenge is too great for him and too boring for us

screen. On level one there are only 50 shapes to collect – easy enough. If, however, you drop one of the shapes through the wrong hole, the funnels descend faster. When the funnels reach the sliding bar at the bottom, it's game over. This is all very well on level one but as you get to higher levels the shape quota increases by a ridiculous amount. For example, level five's quota is 250 while level ten requires 500 correctly placed shapes. Not only does this lead to a very long and tedious game but it's also, as far as I can see, impossible to complete.

Come on guys, you hit a successful formula with the other Dizzy games. Either stick to this formula and let Dizzy die a graceful, if overworked death, or not bother at all. People would rather they never heard from the egg head ever again than risk buying absolute trash like this.

DIZZY PANIC

A disastrous attempt to keep the Dizzy name going that's nothing more than a dull *Klax* look-alike.

FRAME RATE **13%**

SKY HIGH STUNTMAN

Codemasters, £3.99

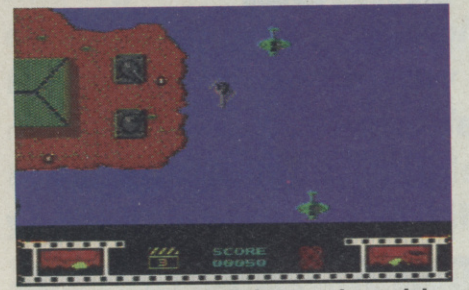
Dear oh dear. More appalling rubbish. The title is misleading to say the least. What it promises is a rather quirky and typically Codemasters simulator of some obscure pastime. In reality it's a hugely tedious, and badly programmed shoot 'em up.

The only connection it has with the film world of stuntmen is that instead of losing lives, you waste 'takes'. But even this is done badly. Waste a 'take' and you have to wait all of 60 seconds while pathetic little messages like 'another take gone' and 'action' are displayed at the foot of the screen.

The first scene involves you, a small aircraft and a flight over enemy territory. The screen scrolls vertically downwards and as you fly over lakes and trees, various assailants appear. These include other planes, boats, tanks and gun emplacements, all of which fire back at you. The ridiculous thing is, you can also crash into all of them. That's not so bad if the thing you hit is another aircraft but how on earth is a plane supposed to collide with a dinghy? Bah, humbug. Level two is even worse. Again it scrolls vertically downwards but this time you control a hot-air balloon... give me strength.

Joystick movements control the on-screen crosshair but the balloon also drifts slowly in the general direction of the cross hair. This would have made an interesting departure from the normal shoot 'em up scenario if you were pitted against other, equally uncontrollable balloons. Unfortunately you come up against much the same firepower as you did in level one, so it's nigh on impossible to avoid death.

At this point your favourite reviewer screamed loudly, burnt the game cassette and uttered a series of words that caused most of the *CF* crew to faint in shock. Save yourself similar trouble, buy something else.



The worst movie of all time needs a suicidal stuntman. Any offers? Thought not

SKY HIGH STUNTMAN

A bit of a silly way to do a shoot 'em up and it's not even a very good one. A bit of a box office flop, I think.

FRAME RATE **25%**

QUATTRO SKILLS

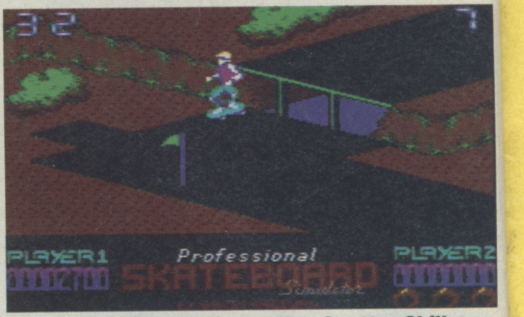
Codemasters, £3.99

Yet another budget compilation hits the streets under the Quattro banner. The 'skills' in question here are sporting skills, the first of which is skateboarding. This particular version of it is excellent. Each level is split into two sections. The first section is 3D, in which you skate downhill collecting flags within a time limit. The second section is viewed from overhead. The screen scrolls constantly downwards and you have to move your skateboarder left and right to avoid hazards and steer between flags (like in downhill slalom skiing). This game is so bloomin' playable, the fact that it's well 'ard doesn't seem to matter. I just luurve it.

The second item on this compilation is a rugby simulator. I couldn't possibly tell you experts whether it's rugby league or rugby union but it leans more towards league so I'm informed. All the usual stuff is there, like scrum downs, line-ups and conversions. There's only one fly in the ointment... it's crap. It'll confuse non-rugby fans and annoy those who eat sleep and breathe the game. It's hard to control and what's worse, when the ball is kicked, all your players disappear off the edge of the screen.

Next comes a footy game, as if you needed another. This one, at only 75p (representing one quarter of the price of the tape) is as good as most and better than some. It scrolls vertically and the players are programmed with inertia that causes them to slide into tackles. It makes for a moderately playable game.

Finally, it's extortionate strawberries all round... a tennis sim'. Not much to say about this one. It has the graphics of a good tennis game. It has all the options you'd expect to see in a good tennis game. But it plays like a turkey. The gameplay is seriously flawed by bad programming. If you inadvertently return the ball after your opponent fault, the point is awarded to him, not you. Very poor.



The best of the bunch from the *Quattro Skills* compilation has to be *Pro Skateboard Simulator*. The other games suffer from being second rate

QUATTRO SKILLS

***Worth buying for Pro Skateboard Simulator* alone, but there's not much else to recommend it.**

FRAME RATE **65%**

Oh dear. Drunk in charge of an inner tube, Roger was found floundering in the Severn estuary. 'That last mouthful must have been bad,' groaned RF from his sickbed

WIN A DJ SYSTEM!

ZULU NATION
JUNGLE BROTHERS
ZULU NATION
JUNGLE BROTHERS

THIS BRILLIANT SYSTEM INCLUDES 2 TECHNICS DECKS, MIXER, CD PLAYER, CASSETTE DECK, MICROPHONE AND EVEN MORE! SO CALL NOW!

0898 404636

WIN THIS INDY HEAT ARCADE MACHINE!

INDY HEAT
INDY HEAT
INDY HEAT

INDY HEAT IS THE MOST RADICAL DRIVING GAME AROUND AS 3 PEOPLE CAN PLAY AT THE SAME TIME! PLUS, WITH 14 DIFFERENT CIRCUITS TO CHOOSE FROM, THERE'S ALWAYS A NEW CHALLENGE! BUT THE BEST THING ABOUT THIS MACHINE IS THAT WE ARE GIVING IT AWAY! SO PUT YOURSELF IN THE DRIVING SEAT AND CALL NOW!

0898 404633

WIN A GAME GEAR!

SEGA
GAME GEAR
PORTABLE VIDEO GAME SYSTEM
GAME GEAR
SEGA

0898 404635

WIN AN AMIGA 500 SYSTEM!

0898 404637

WIN A RADIO CONTROL HONDA BIKE!

0898 404639

HONDA
HONDA
HONDA

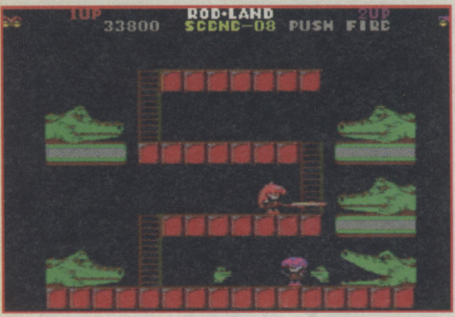
POCKET THIS 6 FOOT POOL TABLE!

0898 404634

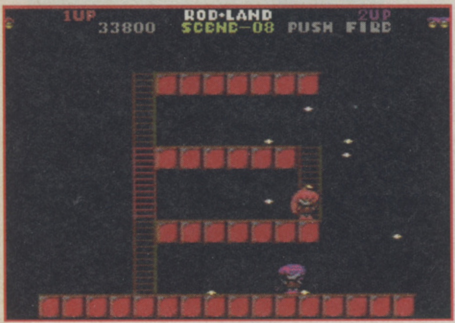
WIN A HONDA MOPED!

0898 404638

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Average call length is 5.5 minutes. Calls are more expensive than normal so ask permission before you phone.



After every eighth level comes a bit of a challenge. This is the first and involves shooting crocs until they disappear



In keeping with the cute flavour of the game, defeating an end of level guardian leads to an ever-so-twee firework display.

No this isn't an experiment to see how many times a reviewer can use the word 'cute' in one powertest. It is, though, the definitive review of the new game from Storm. It's got panoramic platforms, multitudes of monsters and two incredibly cute characters (oh darn!)

ROD-

For a while, we at *CF* have been bringing you various bits of wibble about this new coin-op conversion from Storm. Up until now, although we knew it was a bit special graphically, we hadn't had a really good bash at it. Now that we have, we can hold our mystic rods aloft and shout, 'Hurrah!'

Regular *CF* readers will already know that *Rod-Land*'s plot revolves around two fairies, brother and sister Tam and Rit, whose mother has been kidnapped and taken prisoner at the top of Maboot's tower. As no one else is capable of performing a rescue operation, it's down to these two fairies to carry out the unlikely mission.

Fortunately, some magical old fogey gives them both a mystic rod and a set of arcane trainers to help them on their quest. The rod can be used to trap and repeatedly bash foes around the play area; the trainers are useful for creating ladders to aid our heroes' escape from tricky situations.

The game itself is reminiscent of *Bubble Bobble* in that the player – or players, for there is a two-player mode – only have to deal with one screen at a time. Once clear, a speedy downward scroll brings on the next.

Each screen or level is a collection of platforms and ladders upon which sit an arrangement of gently nodding flowers. In addition, a number of odd creatures also inhabit the area. There are two ways of dealing with the situation: there's the brute force and ignorance method of merely bashing all the creatures to get to the next screen or you can try and collect all the flowers. Succeed and the bonus game appears where your opponents become turbocharged and a time limit is set in motion. Kill the monsters to collect letter tokens and then trade in the set for an new life. (*Hey Andy, maybe you could get one – Ed.*)

Creatures home in on you with unerring accuracy and speed

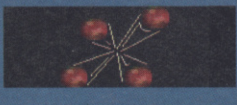
Killing creatures is a riot. All you have to do is wait until they get near, face them, hit fire to set off your mystic rod and they become temporarily ensnared in a magical

Fairy firepower

So many monsters so little firepower right? You couldn't be more wrong. When you kill the bad guys they generally release one of five weapons. This can be incredibly handy when you find yourself surrounded by three friends of the blokey you just trashed. Here's a quick run down of what's available and exactly what each one does

If you find yourself cornered and you're lucky enough to obtain one of these, you'll be all right. When activated it throws up a temporary blast that kills anything that walks into it

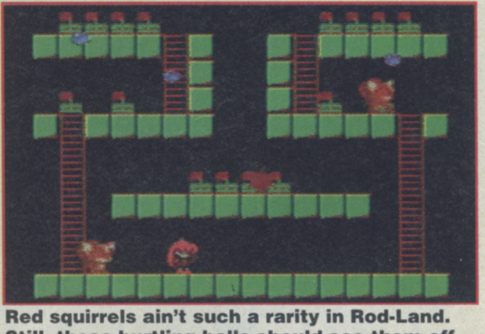
Arguably the most effective weapon. When you walk into it the four balls whizz randomly around the screen until they come into contact with either an enemy or a piece of scenery



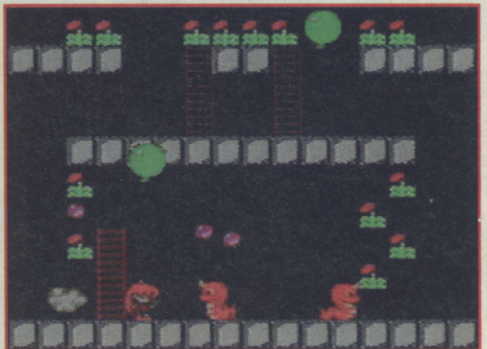
This one, while not the most effective, is spectacular to say the least. When activated, two massive walls of flame hurtle both left and right across the screen. It's brilliant

Walk into the missile from the left and it rockets right. Hit it from the right and it goes left. Not the most potent weapon available, but in a tight spot it'll often do the trick

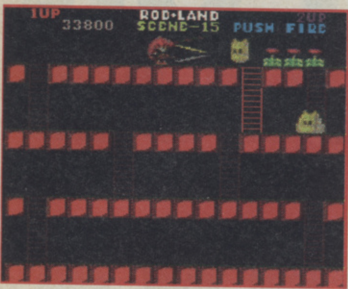
This one's a bit crap really. Walk into the S and it changes shape and colour and bounces off across the screen. Trouble is, it sometimes bounces right over its intended victim



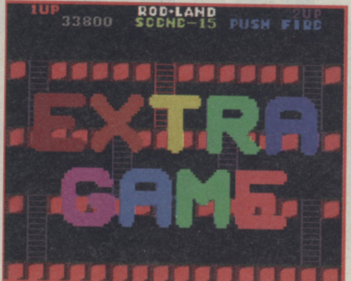
Red squirrels ain't such a rarity in Rod-Land. Still, these hurtling balls should see them off



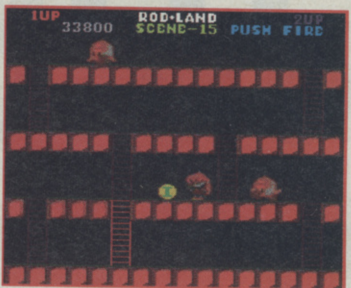
Your ladder won't reach the top of this level. Hop aboard a balloon to get up there



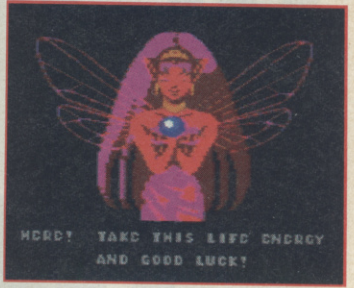
If it's extra lives you're after, collect all the flowers (but leave a few of the baddies in one piece)



A piece of fairy cake. Once all the flowers have been picked, you're into the bonus game



The baddies turn pink and gain a swift turn of speed. Kill a pinkie, and a letter token is left behind



Collect the letters E, X, T, R and A and this gossamer girlie provides you with a bonus existence

LAND

beam. If you then repeatedly press fire, your little guy or gal comically bashes the monster senseless from side to side. Pause for too long, however, and your attacker escapes – and bashes you instead.

When an opponent dies, it releases a bonus. It might be points, in the form of a fruit, or it might be a weapon. There are five weapons in all and they're described in the box below (and across a bit).

> Completing the whole game with only three lives should prove challenging enough

It's all very well talking about the beasts as if they were just a slight hindrance but they are far more than that. Every type moves and attacks differently. Some of the lesser creatures merely wander aimlessly around in the hope that they might make contact. Others home in on you with unerring accuracy and speed. Then there are the really potent ones, like boomerang throwing lobsters or the carnivorous worms that lash out huge tongues to capture you.

Some of the later levels provide more of a challenge in that the upper part of the screen is inaccessible. The only way to reach these parts is to either hitch rides on balloons that float up the screen or to use the teleport doors, depending on the level.

There are 32 levels in total. After each batch of eight there's a mightier than usual opponent to get rid of. The first is series of death dealing crocodiles, followed by a giant whale that fires babies at you(!). Next comes the trapeze-riding elephant and finally a mighty caped dude with a horned hat. (Actually, this is the evil dude who's kidnapped Tam and Rit's mom.)

Hardened gamers may find the first half of *Rod-Land* a little easy, and bash straight through. But completing the whole game with only three lives should prove challenging enough for the vast majority of players, especially if you collect the flowers along the way.

The graphics are wonderful, with excellent animation on all of the tiny but highly detailed hi-res sprites. The big baddies are also beautifully rendered and their methods of attack are clearly different.

The two player option is good, but too easy, so if you don't want to spoil the surprises that the later levels hold, stick to solo play. *Rod-Land* is great game that looks cute but plays hard. In fact it's very difficult to pull yourself away from.

ANDY

Game	***Rod-Land***
Publisher	**Storm**
Cassette	**£11.99**
Disk	**£15.99**
Release	**September**
Contact	**071 585 3308**

POWER RATING

THE DOWNERS...

- Early levels are a little too easy
- Seasoned gamers will romp through the two player option

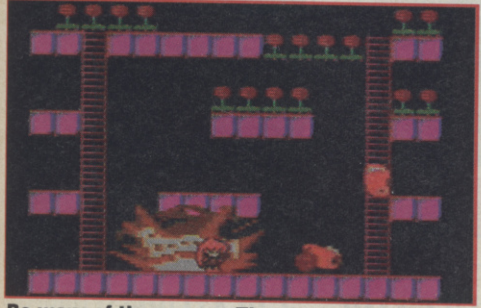
100

82%

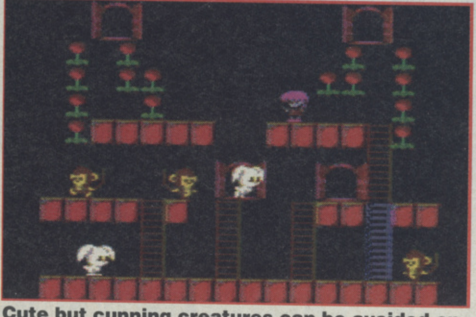
- **32 glorious levels to get your mystic rod into**
- **Heaps of original creatures, each with different attack modes**
- **Beautifully simple graphics, superbly animated**
- **Weird but wonderful end of level guardians, tough too**
- **Control method works well**
- **Presentation screens are cartoony and well drawn**
- **Sound effects are great**
- **Teleport doors and balloons are two of many features**
- **Bonus weapons are inventive and mighty useful**

...AND THE UPPERS

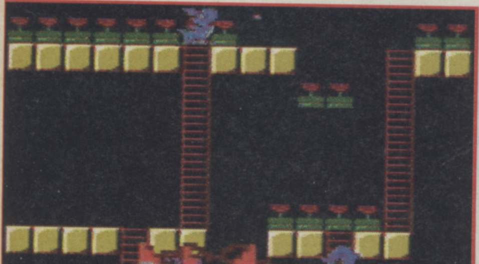
0



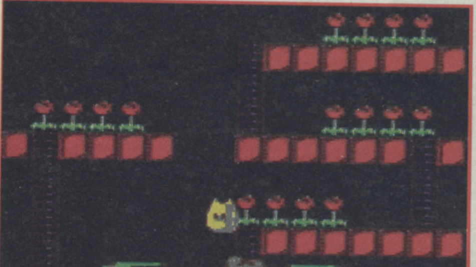
Be wary of the worms. They look a bit stupid but their extending tongues are deadly



Cute but cunning creatures can be avoided on some levels if you use the teleport doors



It's the pathetic sharks! Get near one and it'll cry on you! (Don't laugh – their tears are fatal)



***Rod-Land* weaponry at its best. Stunning isn't it? Have a look at Fairy firepower for details**

GET YER MITS ON

THE HITS 2

A DEAD MAN'S KILLING JOKE...
SNARE
By Rob Stevens
CBM 64/128
THALAMUS

MAKING A FAST BUCK CAN BE HELL...
RETROGRADE
CBM 64/128
By Apex Productions and Transmission Software
THALAMUS

IN A WORLD OF ACID RAIN THERE IS ONLY ONE SALVATION
HEATSEEKER
CBM 64/128 Cassette
By Paul O'Malley
THALAMUS

SUMMER CAMP
CUTE AND CUDDLY CHAOS!
By John Ferrari
CBM 64/128 Cassette
THALAMUS

CREATURES
By Apex Computer Productions
CBM 64/128 Cassette
THALAMUS

SNARE **RETROGRADE** **HEATSEEKER** **SUMMER CAMP** **CREATURES**

CBM 64/128 CASSETTE £16.99 DISK £19.99

Five more smash hits bringing you the very best from Thalamus during 1990–91. "The original HITS is reputed to be one of the best-selling compilations ever," said *New Computer Express*, "...How can Thalamus follow that? Easily... The HITS 2 is a compilation not to be missed."

THALAMUS

THALAMUS LIMITED, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW

LOAD 10.666K EVERY SECOND

This is the ultimate disk drive for the C64. It can load in seconds, 64k in under six seconds in fact. It should cost around £100. But you can win your very own brand new DD-001 3.5" disk drive because TIB Plc, the manufacturers, have given us three of them to give away.

TIB have come up with a sleek 3.5" unit which for speed plugs into the user port rather than the usual slow old serial connector. It houses a fast Japanese drive unit, loads a 64K game in around six seconds, and the disks can hold up to 720K of data. The trick is that the disks are not the old C64 format we know and love to hate, but in fact the same format as the MS DOS disks used by IBM PC clones.

So in addition to fast loading you can, as a side benefit, transfer files from PC 3.5" disks too. TIB have been making cartridges for over a year now, and they've used this knowledge to make the DD-001 very simple to use. Switch on your computer and if there is a formatted disk with a game or program on it in the drive, it will load automatically, and literally in seconds. If there is no disk in the drive, the system will start as normal, but the drive system will be inserted between $D000 and $D600. (NB: The system can be moved if you need that space for a program.)

Sequential files are not handled as normal, but can be loaded using a jump block. Information about the jump block is in the documentation along with the drive. The disk formatting commands are basically the same as any normal disk, except you refer to the unit as device 9 rather than the usual 8. So, to format a disk, for example, you type:

```
OPEN 15,9,15
PRINT#15,"N:<disk name>"
CLOSE 15
```

Formatting takes about 1 minute and 50 secs. That too, is much faster than the 1541 and clones. Although mostly it has uses in program development, for fast loading and saving and high capacity, there are some games on 3.5" format already, some of which are included in the pack. And the good news is that TIB have already been in touch with major UK games producers, and there has been considerable interest in supporting the drive, as it has all the benefits of speed and freedom from piracy that a cart has, but without the production hassles.

Answer 3 simple questions correctly and win one of three revolutionary 3$^1/_2$" disk drives.

- ***Ideal for programmers, quick back-up/load!***
- ***Read IBM PC compatible 720 kilobyte disks!***
- ***Commercial games software already available!***

We've got 3 TIB DD-001 disk drives and one of them could be yours

All you have to do is answer each of the following questions correctly. When you're absolutely certain that you're destined to win one of these valuable and powerful tools, send in your answers on the back of a postcard. Convince yourself that nothing can go wrong, that you've just been given a gold karma card and your credit's good, keep smiling and write 'em down before you forget 'em.

Grinning like a madman on the verge of a milk bottle, address the postcard or envelope to:

Everybody Needs New Heads Now
Competition,
Commodore Format,
29 Monmouth Street,
Bath,
BA1 2AP

Listen:
Do it before October 17. In fact, do it now. Think of your new heads.
Don't do it if you work for Future Publishing or TIB. You don't count.
Do it even if you thought the bit about being destined to win was naff or if you think one head is enough.
Don't moan at us if you don't win.

Here come the questions:

1. Why is ribbon cable so called?

2. What is the actual disk made of?

3. What do SS, DS, SD, DD and HD stand for?

Try as many times as you like but you can only win once. Believe it.

INSID

Wot no listings! A quick glance at this month's Inside Info pages will tell you that this is no ordinary issue. As lots of people have been asking how they can connect their C64 to the outside world, over the next two or three months that's exactly what technical editor* Paul Lyons *will be doing. Go to it, Tech Ed

In this and the next two instalments of Inside Info I'm going to explain how interfaces work, how to build a small test rig with lights so you can see the effects of your programming and how to drive motors and more powerful devices simply and safely from the comfort of your keyboard. This month we answer the question: 'What is an interface anyway?'

PL

INS AND OUTS

All computers have interfaces – ways of communicating with the outside world. Keyboards, joysticks and screens are all forms of interface. On the C64, however there are also a number of connections that allow other devices to be connected to it to exchange information:

Joystick ports: er, for joysticks. These are switched inputs and work by simply joining two pins together in the same way that when you move a joystick, you close a switch. The joystick ports on the C64 are 9-pin D connectors and are quite commonly available. One peripheral that is simple, but fun to make yourself is a bank of up to nine buttons that plug into the joystick port and can be used as input for your own games. Watch this space for details...

Serial port: used on the 64 for printers and disk drives. This can also be used to connect two 64s together to transfer data and the like. This involves quite a bit of trick programming to get it to work correctly.

RF port: for output to a TV. Televisions can't take 'pure' video signals, so the signal is *modulated* (mixed with another wave which carries the signal). When this modulated signal enters the TV, this carrier wave is then removed giving the pure signal again. However, some quality is lost which is one of the reasons that monitors give better pictures than TVs.

Video port: for output to a monitor. This is the pure unmodulated signal that gives you to get better quality pictures from a monitor.

Expansion port: for lots of bits, but particularly cartridges. This contains lots of whacky input lines allowing things such as DMA (Direct Memory Access) which allows devices plugged in here to access RAM without going through the CPU – something that freezer cartridges do a lot.

Cassette port: er, for a cassette unit.

And, most importantly to us, the user port.

THE USER PORT

Although the C64 has lots of ports, the User Port is the main one of interest to anyone wanting to connect their machine to the outside world. Turn your computer round and have a good look at the back. You can't miss

User port pin outs

What The Pins Do

1 0v, also known as ground.

2 +5volts

Most bits in the C64 run on 5 volts and if you are building projects you can use the power from the computer rather than using extra batteries. However you can only take a very small amount of power from this port (100mA). This means you can only power a few chips and LEDs (Light Emitting Diodes – low power lights) from this power supply. If you try to connect normal bulbs or electric motors or the like to this power a) it won't work, b) your C64 will probably crash and c) your C64 might go to that great electronics scrapyard in the sky.

3 Reset

As we've said in Inside Info before, if you connect this pin to pin 1, you will reset the computer.

4 Serial port counter from CIA#1
5 Serial port from CIA#1
6 Serial port counter from CIA#2
7 Serial port from CIA#2

Each of the two CIA chips in the C64 has a serial line that can be used to send data out, or take data in. We'll be looking at serial lines in an ish to come.

8 Handshaking line from CIA#2

When you want to exchange data between two computers you can't always be sure that both devices are running at the same speed. The way to ensure that both computers are ready to exchange data is to send a signal down the handshaking line, as if to say 'ready for the next bit of data'. As we'll only be transferring small amounts of data, handshaking doesn't really concern us (yet).

9 ATN line

Serial attention In/Out. This is used by the C64 to start communication sequences on the serial port.

10 +9 volts

AC power directly from the transformer (50mA).

11 -9 volts

AC power directly from the transformer (50mA).

Like the +5 volt line on pin 2, you can use this power to directly drive projects rather than using extra batteries. However, it's not a good idea for the same reasons that it's not a good idea to rely on the power from pin 3.

12 Ground

As pin 1.

A Ground

Also as pin 1.

B FLAG2

Like pin 8 this is used for handshaking.

C PB0
D PB1
E PB2
F PB3
H PB4
J PB5
K PB6
L PB7

These eight pins are connected directly to Port B on the CIA chip. They can be used to send or receive data, either as a whole block (eight bits at a time), or individually. These are the most useful pins on the port. For our use they give us eight switches by which we can send signals into the C64 or program the 64 to turn on external devices.

M PA2

This is pin 2 of Port A. It can either be used in the same way as pins PB0-7 or as part of a handshaking system (see pin 8)

N Ground.

Er, yes – as pin 1 again.

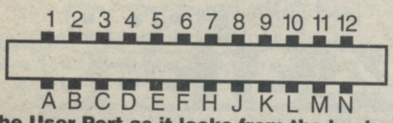
The code for COMMODORE FORMAT 13 is October 1991

DE INFO

the user port (it's the one that has USER PORT printed underneath it.) The connection itself is a piece of plastic with 24 metal tags on it, 12 on the top, 12 underneath. Each connector is known as a pin, even though they look nothing like pins.

The pins on the top are numbered 1 to 12 from the left-hand side and A to N on the bottom. Perceptive techies will notice that there are actually 14 letters from A to N, but I and G are not used.

The user port is connected to the CPU through a custom chip known as the 6526 CIA (and you thought only the Amiga used custom chip sets). CIA stands for Complex Interface Adaptor and boasts a serious list of features, only some of which are accessible from the User Port.



The User Port as it looks from the back of your C64. Notice that the letters G and I have been left out. Don't ask me why...

DATA DIRECTION

As I said above pins C-L can be used to either send or receive data. So that the CIA chip knows what you want to to do, you have to tell the Data Direction Register which pins are going to be used for what. Setting the DDR looks complicated, but it's not too bad.

The DDR has eight bits, one for each of the pins. If the bit is set to 1, the port becomes an output, if it's set to 0, it becomes an input. So, say you wanted to set pins C, D, E and F to be outputs and pins H, J, K and L to be inputs:

PIN	L	K	J	H	F	E	D	C
BIT	7	6	5	4	3	2	1	0
NUMBER	0	0	0	0	1	1	1	1
DECIMAL	128	64	32	16	8	4	2	1

To set the DDR we use a POKE statement. Unfortunately we can only POKE decimal numbers from 0-255, so we have to convert from binary to decimal. We've done this before in Inside Info, but in case you forgotten, all you have to do is to use the line marked DECIMAL above. Adding up the numbers with a 1 in the column, gives you the right value. So, in our example above the number is:

8+4+2+1=15

So to set the DDR we type (or add into a program) the following:

```
POKE 56579,15
```

Do's and don'ts

✓ DO turn off your computer before plugging or unplugging any interface.

✓ DO be careful with hot soldering irons. They can give serious burns and should be treated with respect.

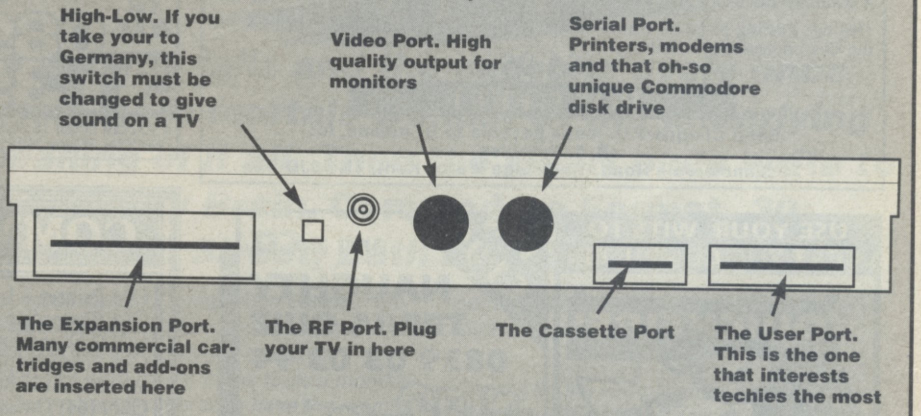
✓ DO be gentle with components. Don't touch the pins unless you have to. It's very easy to snap pins off, completely ruining the bit in question. In addition some chips are very sensitive to static and can be ruined with a single touch.

✓ DO check everything before you connect the power. Are the wires connected the right way round? Are the chips in properley? Are solder joints and connections firm? It's very tempting to plug your new toy in immediately, but ten minutes of checking may well save five hours of work.

✗ DON'T mess with mains power. Ever. Risking death by electrocution is neither big nor clever.

✗ DON'T solder anything directly to your C64. Even if you don't break it in the process, it will invalidate your warranty and make it impossible to sell.

✗ DON'T think that just because you have a soldering iron, that means you can repair your C64.


High-Low. If you take your to Germany, this switch must be changed to give sound on a TV
Video Port. High quality output for monitors
Serial Port. Printers, modems and that oh-so unique Commodore disk drive
The Expansion Port. Many commercial cartridges and add-ons are inserted here
The RF Port. Plug your TV in here
The Cassette Port
The User Port. This is the one that interests techies the most

(Note that even if you intend to use all the pins as outputs, you should always set them to 1.) Simple really, isn't it?

Ah, I hear you asking, so now we've set it up, how do we program it? Well, the port is at location 56577 and is programmed in exactly the same way as the DDR, except if you want to read an input you PEEK it, and if you want to send an output you POKE it.

So, on our example above, let's imagine a situation where if we have an input on pins C and D (say two switches closing) we want to send an output to pins J and H. The program would look a bit like this.

```
5  REM LOOK AT THE PORT
10 A=PEEK (56577)
15 REM THE INPUT WE WANT IS 3 (C+D
IN BINARY)
16 REM CHECK IF INPUT IS 3—IF NOT
LOOK AGAIN
20 IF A<>3 THEN 10
25 REM A IS THREE SO POKE J AND H
30 POKE 56577,48
40 END
```

As long as you remember how to work out the numbers in binary, it's quite simple (Phil South's Back To Basic column is full of lessons in binary) – take away the REM statements and you have a three-line program. That's all there is to it.

Okay, you've patiently read all this and now you're thinking that this is all very well but how can you actually use this info? Well, keep this ish handy and I'll show you when we get to work next issue.

NEXT MONTH

Inside Info goes disco! I'll be showing you how to build a C64-powered LED array (set of little lamps) and switch them on and off from within your own BASIC programs. This is a simple project which not only gives you a way of knowing if your interface programs are working, but is also the starting point for powering bigger things.

The components needed cost between £5 and £10, depending on the type of bits you buy. And I'll also be showing you a way to build the interface without any soldering, just in case you don't have, or don't like using a hot soldering iron. See you then.

COMPUTER REPAIRS

AMSTRAD ★ SINCLAIR ★ COMMODORE ★ ATARI
MOST MAKES REPAIRED AND SERVICED

FREE ESTIMATES

NO STANDARD CHARGES!

JUST *BRING* YOUR COMPUTER TO US FOR A FREE ESTIMATE ALTERNATIVELY *SEND* YOUR COMPUTER TO US WITH A CHEQUE FOR £5.00 TO COVER RETURN POSTAGE AND WE WILL SEND YOU A WRITTEN QUOTATION WITH NO OBLIGATION!

TELPHONE US NOW FOR FURTHER INFORMATION

HAWKWELL ELECTRONICS

2 WYMANS COTTAGES, MOUNT BOVERS LANE, HAWKWELL,
HOCKLEY, ESSEX SS5 4JB

TEL. SOUTHEND 0702-207593 ANYTIME.
OPEN MONDAY - SATURDAY 9AM - 6PM

MAKE YOUR COMMODORE 64/128 EARN!

Yes, making money with your COMMODORE becomes incidental when you know how!
Your COMMODORE is, if only you knew it, a gold mine. The size and make is irrelevant. Make the initial effort NOW by starting your own HOME BASED BUSINESS.

This may be the most important move you will ever make!

REMEMBER: You'll never get rich by digging someone else's "ditch". Anyone in the country, including YOU, can become very rich in a relatively short period of time just by doing a few basic things! It's more rewarding than playing games.

The benefits are many and varied.
Full or part time.

For FREE DETAILS SEND S.A.E. to:

Home Based Business.

31 Pilton Place, King and Queen Street, CF13
Walworth, London, SE17 1DR.

Be first with RACE-WINNER

REGULAR WINNERS AT 20/1 16/1 10/1 7/1 11/2 ETC.

Race-winner has been designed to be used in conjunction with a top daily racing publication.

A comprehensive amount of data is entered to give an accurate analysis of any Horserace, Flat or N.H.

Selections are then given with ratings for you to back.

Includes 'THE 56', a successful tried and tested permutation bet which is easily entered and can then be printed straight onto betting slips if so required.

A winnings calculator also exists for you to work out your returns from 'THE 56'.

This fast loading program comes complete with instructions and is available for the C64 on cassette for only

£4.95

POST FREE

Send Cheque/P.O. made payable to B. Adams, to:
B.A. Supplies
74 Summervale Road, Tunbridge Wells, Kent, TN4 8JD

WANTED

USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER

DEAD OR ALIVE

CASH PRIZES

0898 313584

TREASURE ISLAND

1 2 3 4 5 6 7 8 9 10
A
B
C
D
E
F
G
H
I
J
USE YOUR VOICE TO LOCATE THE TREASURE
CASH PRIZES

0898 313586

If you are under 18 years of age please obtain permission of whoever pays the phone bill.
INFODIAL POBox 36 LS1 4TN Call charges 36p Per Min Cheap 48p Per Min All Other Times

USE YOUR WITS TO BEAT THE COMPUTER

QUICKFIRE!
win a pocket colour TV

The fastest & most exciting trivia game on your phone!

call now
0839 44 22 75

5p per 8 secs cheap rate 6 secs other times
Questel PO Box 3000 London N20 NRB

WIN £100 and a CD

NAUGHTY TRIVIA QUIZ
0839 03 03 94

ROCK TRIVIA QUIZ
0839 03 03 95

FOOTBALL TRIVIA QUIZ
0839 03 03 92

5p per 8 secs cheap rate 6 secs other times
Questel PO Box 3000 London N20 NRB

COMMODORE SUPPLIES

C64 Printer + Interface	£124.99
C64 Power Supply	£25.99
64/128 Sound Expander	*£9.99
C16 Power Supply	£14.99
64/128 Sound Studio	*£4.99
C2N (64) Datasette	£24.99
C3N (+4) Datasette	£24.99
64 Slimline Case	£11.99
Mini Office 2 (64 cass)	£17.99
64 Parallel Converter	£19.99
Vic-20 Modulator	£14.99
64 Instruction manual	£9.99
Dot Matrix Printer	£119.99
64 Reset Cartridge	£6.99
801/803/LC10 Ribbons	£5.99
Mini Office 2 (64 disk)	£20.99

*** Disk/Cass**

COMMODORE 64 REPAIR

Only £24.95 including parts and labour if repairable. Send machine only with fault description. Insurance included. Chq/P.O.'s to

Omnidale Supplies,
23 Curzon Street, Derby, DE1 2ES,
Tel: 0332 291219

VISA Access

BINARY ZONE PD

The Very Best of The Rest

We stock only the best of PD for the CBM 64 including the very latest Demos and all the classic titles as well as PD games, utilities, music demos etc.

CBM 64 demo disks are only £1.50.

Now you can find out what your computer can really do by writing now for our catalogue. (FREE disk with first order).

BINARY ZONE PD
34 Portland Road, Droitwich,
Worcs, WR9 7QW

JOKE OF THE CENTURY
0898 800 206

FAT FREDA'S **RUDE JOKES**
0898 800 207

AUSSIE NAUGHTY JOKES
0898 800 209

BAD TASTE JOKES

NAUGHTY JOKE LINE
0898 800 217

ROGER SMELLIE
0898 800 211

0898 800 210

ULTRA NAUGHTY JOKE LINE FOR READERS OF SMALL PRINT
0898 800 205

HORROR LINE
0898 800 208

BUZZ 146 hammersmith Grove W6 7HE

These calls are more expensive than ordinary phone calls, please ask your parent's permission before calling. Calls cost 36p per min cheap rate, 48p at all other times inc VAT

The Mighty Brain

As autumn falls and the seasons cycle once more, mere mortals wonder at the underlying meaning of it all. Then the smart ones write to* The Mighty Brain, Commodore Format, *30 Monmouth Street, Bath BA1 2BW and ask him

SPRITES ALIVE

Dear Mighty Brain
The Action Replay VI will not print sprites but on your screen shots of *Creatures* the sprites are fully visible. I would like to know what was used and where can I get such a utility.

Now if you can get the old grey cells jump-started here are a few questions:

1) If/when will *James Pond* be available for the C64?
2) *Never Ending Story 2* – release date?
3) *Battlechess* was mentioned in Snippets *CF5*, any further developments?
4) Have you heard of a Utility Disk by Trilogic? If so how about an address, etc.
5) What about a utility section, outlining the various utilities and their worth and giving them a rating similar to games reviews?

S J Hill, Luton

The never ending sequel. Linel's smart but oh-so-easy game is here and now, so check out the review on page 66

Our method of getting screen shots onto paper is a closely guarded secret. Even the team don't know how it works (mind you, no surprise there).
1) Sorry, Millennium have decided not to bother with a C64 James Pond.
2) Check out our PowerTest on page 66.
3) When the C64GS was launched, a certain hardware manufacturer listed potential cartridge releases without knowing for certain whether they were definitely being produced. Now, with the demise of the GS, a 64 version of Battlechess *looks extremely unlikely.*
4) Trilogic can be contacted on 0274 691115.
5) We'll definitely be doing items on C64 utilities – look out for a comparison between utility cartridges soon. However, there's just not enough serious hardware or software released each month for us to do a monthly column (besides, we don't have the room!).
TMB

COMMODORE FORM ART

Dear TMB
I'd first of all like to congratulate your art designers for the wonderful artwork and colour co-ordination in *CF10* (especially pages 44 and 45). Secondly, I'd like to ask you if the C64 is really fading into history, as where I live, most of my friends are turning to the Amiga (sob!). Now for the brain cell burning questions:

a) I hear that there was a design fault in the C64Cs. Because of this, reset switches don't work. If that's the case, is there any way to bypass this difficulty?
b) In your truly honest opinion, what do you think of the MPS1230 printer?
c) Are there any DTP programs for the 64 on cassette (and if so how much)?
d) What sort and make of modems are available for the 64 and are they any good?
e) Is it true that there is a way to get more colours on the 64? If so, then could you tell me how to achieve this (a program would help) and have any software houses made games with more than 16 colours?

Michael Lirko, Hartlepool

Thanks for the compliments. Ollie and Lam do a fine job. (Why else do you think other mags copy us?) As regards the C64, don't write it off just yet. Commodore are being very bullish about their plans for the machine, and if it's games you want to play, the C64 does them better, for less money, than any other machine. Now on with the answers:
a) The CF veggies use a C64C all the time in the office and it works fine with our Action Replay cartridge, so I wouldn't worry about it.
b) Well, it's definitely a printer.
c) In a word, no.
d) Most modems work via an RS232 interface, so get yourself one of these and you can plug almost any modem into your machine. You'd be wise to scour the small ads of New Computer Express for some real bargains (there's a specific section on modems) and why not get in touch with the Independent Commodore Products User Group (ICPUG) on 081 651 5436? They can provide more information.
e) There's no way to increase the number of colours in the 64's palette, but there are clever software routines to give the impression of more colours. Activision's Dragon Breed *uses very rapid colour switching to give an intermediate tone, and PD coders have produced a 'Fli-Pic' facility which*

PASS THE SOAPBOX

Dear Mighty Brain
There's probably not much point in me writing this letter because: a) it's not written in crayon, b) it doesn't have a list of numbered questions (paragraphs? What are they?) and c) it doesn't say 'O Mighty Brain you are all powerful and *CF* is brill and mega and groovy and all the other mags are rubbish'. Because of this you will ignore the letter and print one written by a seven year old asking which port on their Amstrad do C64 cartridges fit into.

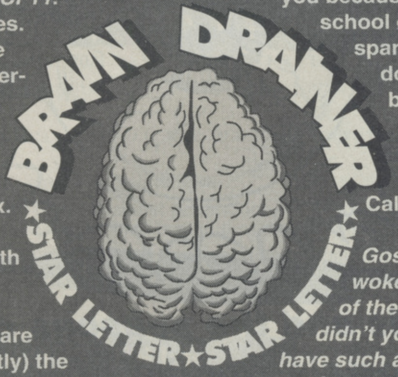
Nevertheless (oooh! Long word! I hope all the readers can understand it) I am writing to express my utter disbelief at the letters you printed in *CF11*. Five letters over two pages. You must be scraping the bottom of the barrel, or perhaps those letters were the pick of the bunch. I certainly hope not. I've got a few things to say now so pass the soapbox.

First of all, I have to set the record straight with Peter 'A Creep? Me?' Martin. Firstly, the boxes used by both magazines are exactly (and I mean exactly) the same. Well they were for the August issues anyway. Secondly, 'More pages of 64 stuff than any other mag', doesn't sound a bit like 'More 64 reviews than any other mag', with slight changes. And to my mind it's not a catch phrase – it's a sentence on the cover.

ZZAP! 64 (My God! You won't print that without censoring it!) did not get rid of Amiga reviews to be more like *CF*, they got rid of Amiga reviews for the same reason that magazines about Mountain Bikes don't have sections on Match Fishing – nobody reads them. Next, ZZAP! has always been witty and so has *CF*, so I don't see a problem because ZZAP! has been around an awful lot longer than *CF*. ZZAP! call themselves the 'Original and Best' because (i) no other magazine for the C64 has been around as long in its present form (ie original) and (ii) quite a few people (including me) think that they are the best of the C64 magazines. I'm sure that just because Peter Martin prefers *CF* (and that's entirely his choice) writs will fly and ZZAP! will be forced to remove the word 'best' from their cover.

Next, there were two letters in *CF11* asking why C16 games won't load on the C64. One of them asked if they could change them so they would load on the 64. Of course you can change them. You simply need an expert working knowledge of assembly language on both the C16 and C64, a disassembler for the C16 and assembler and whatever else programmers use to write games on the 64. Because basically you have to rewrite the games. I would have thought that was obvious. And it's also obvious to everybody that programmers don't use BASIC. Or is it? Perhaps not, considering the standard of letters you print.

Well, now I've mentioned ZZAP! and said that you're not the best magazine in the whole wide world, I've ensured that you won't print this letter. But I just wanted to make my views known. Scott Leach in *CF6* had a good moan about the standard of letters you print, but nobody took a blind bit of notice. If you don't print this, I'll know you only print letters from seven-year-olds who write in crayon. In addition this letter will be far too long for you because children at primary school only have an attention span of about two minutes don't they? So they won't bother to read this. But I hope you do and take heed of what I've said.
Matthew J Lancey,
Callow End



Gosh, well you certainly woke up on the wrong side of the Universe this morning, didn't you? I'm sorry that you have such a low opinion of your fellow CF readers and their quest for information. I'm here to answer people's questions and that's what I'll continue to do – irrespective of their age, their knowledge of the C64 and its market, or the colour of their crayons. Although their questions may seem obvious or even stupid to you, to someone who doesn't know the answer it's just another problem that needs resolving.

At the end of the day, I can only answer the letters that are sent to me. I try to include queries both complex and controversial but, like it or not, the majority of CF readers are young and new to the world of C64 gaming.

With regard to Peter Martin's letter, you cannot fail to agree that ZZAP! have borrowed heavily from the general lay-out and design of Commodore Format *(compare the reviews of* Supremacy *for instance). And while Peter may have chosen the wrong things to highlight, his accusations of plagiarism are certainly upheld by the CF team.*

Follow your own logic about mountain biking and match fishing and you also have to admit that ZZAP! did run the equivalent of match fishing features for a couple of years! I don't mind in the slightest that you admit to preferring ZZAP! However, don't be too surprised to find yourself in the minority. CF sells over 50,000 copies each month, while the mature, adult and decidedly sensible ZZAP! can only muster around the 40,000 mark. Maybe we're getting something right after all, eh fans?
TMB

enables you to use more then four colours per char block. For most users, though 16 is all you get.
TMB

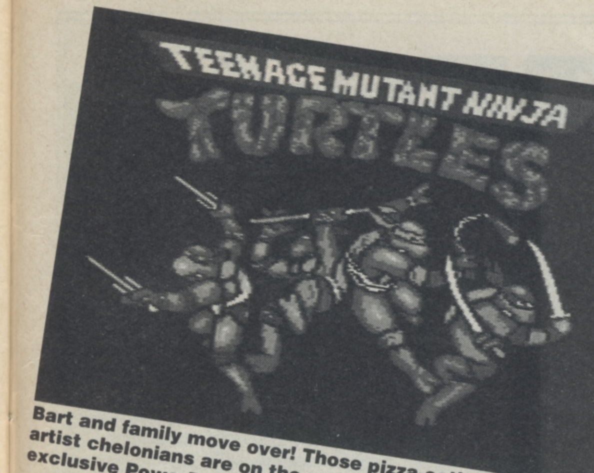
65 QUESTIONS

Dear TMB
1) Pine coloured six-panel interior door, £26.95 at B'n'Q!
2) If/when the C65 comes out, will cover tapes work on it?
3) Will you have to load in a workbench like on the Amiga?
4) Will its games be Amiga-priced?
5) Will the Power Cartridge, the Action Replay Mk VI cartridge and the Expert back-up cartridge work on it?
6) Will it have a larger memory?
7) This bloke I know says it will take Amiga games. Is this true?
8) Will C65 games work on a C64?
9) How much will it cost.
10) Any special reason why the Level 1.1 map for *Turrican II* is upside down?
11) How come Virgin's light gun is abysmally crap, huh?
12) If your IQ is ∞-1 how come you haven't written or why aren't you writing the ultimate computer game?
13) Can I send my covertapes to become coverdisks (blast, I've mis-worded that). Can I send my covertapes somewhere to become coverdisks?
Alex Raine, Phd Seafood

1) You sir, are as mad as a pebble.
2) Only if it's totally C64 compatible.
3) Doubtful – if they do everyone should write a letter of complaint to Commodore.
4) It's possible that the first games might be more pricey than C64 games simply because there will be a smaller market. However, as regards the final price point, only time will tell.
5) See 2).
6) As it's promising a larger colour palette and higher resolution, it better had!
7) Your mate is wrong. If it ran Amiga games, it would be an Amiga wouldn't it?
8) Nope.
9) I wouldn't worry about the price just yet. Commodore reckon we won't see anything until at least Christmas 1992 – if at all.
10) Er… yes. Andy is half bat.
11) Or is it? Look out for a light gun round-up, comin' soon…
12) I already have. Unfortunately, that was several big bangs ago…
13) None of the stuff on our covertape is protected (well not heavily, anyway) so why not invest in an Action replay cart? It's a bit pricey, but you won't regret it.
TMB

DOCTOR DOCTOR

Dear Mighty Brain
I am 15 years old and interested in becoming a surgeon. I would like to know if anyone will release a good doctor simulation game on the Commodore 64. I would buy an Amiga and get *Life And Death*, but four hundred quid is a lot of cash just for one game and in *Life And Death*, you only perform stomach surgery. Besides, I'm sure the C64 is more



Bart and family move over! Those pizza-eating, oriental-artist chelonians are on the warpath again. Look for our exclusive PowerPreview on page 10

than capable of such a game. It wouldn't be much more difficult than a flight simulation.

Life And Death 2 – The Brain looks okay, but I have to buy an IBM PC for that! Rather than have to buy a new computer (which I can't afford) I'd much prefer a good surgeon game on the good old 64.

Come on Mindscape or whoever you are, let's have a game where you can perform operations like broken legs, blood transfusions and even tonsillectomies on little kids! It would be the ideal game for budding young surgeons like me, or for regular games players with sick minds.
Simon Morgan, Nottingham

I can't make my mind up which one you are… budding surgeon or complete sicko. Since surgery takes years and years of intense training, I think a C64 surgery game would be dangerous. Before you know it, you've got kids up and down the country taking out their own appendix! No, sorry. You're just a sicko.
TMB

TIME BOMB

Yo Mighty Brain
Sorry for wasting your time, but I have to get these questions answered or I'll explode into a pile of bones! Now question time:
1) Do you know the addresses to these software houses: System 3, US Gold, Ocean, Empire, Thalamus, Rainbow Arts, Activision, Encore, Domark Lucasfilm, that'll do it. I want to write to them.
2) Do you know, Oh Mighty Brain, if there will be an arcade version of *Teenage Mutant Ninja Turtles* on Commodore. If so, who'll be makin' it?
3) Could you please review *Pipemania* because I want to know if it's worth buying?
4) When you did Bundles Of Joy in *CF7*, you forgot to put in the special action pack! Could you please do a review of it, it's programmed by Ocean.
5) Er…
6) What's the *CF* team's favourite non-soccer game?
Glenn Dellar, Victoria, Australia

Blimey! To save you becoming a mound of bleached calcium, here we go:
1) System 3: 18 Peterborough Road, Harrow, Middlesex HA1 2BQ; US Gold: Units 2/3 Holford Way, Holford, Birmingham B6 7AX; Ocean: 6 Central Street, Manchester M2 5NS; Empire (Entertainment International) 4 The Stannetts, Laindon North Trade Centre, Basildon, Essex SS15 6DJ; Thalamus: 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW; Rainbow Arts, 7-8 Burnham Trading Place, Lawson Road, Dartford, Kent DA1 5BH; Activision (sorry, they no longer produce C64 games!), Encore: (Elite) Anchor House, Anchor Road, Aldridge nr. Walsall, West Midlands WS9 8PW, Domark: Ferry House, 51-57 Lacy Road, London SW15 1PR; and finally, Lucasfilm, PO Box 2009, San Rafael, California 94912, USA. Phew. . .
2) Yes, there is going to be a version, Probe are coding it for Imageworks. . . and guess who's got an exclusive playable demo on their next issue?
3) Fear not: Pipemania *from Empire (0268 541126) is an absolute stonker. it was released before* CF *came into being, but be assured this is a great little game. Get it!*
4) Ocean's Action Pack contained Captain Blood, Driller, The Vindicator, Daley Thompson's Olympic Challenge *and* SDI. *And if you want my advice, buy it. It's an honest goodie.*
5) Um…
6) Well, Steve and Andy are both addicted to Speedball 2, *while Sean has really got into the* 3D Construction Kit. *We don't let Lam and Ollie play games – they'd break them.*
TMB

CART COPY

Dear Mighty Brain
In *CF1*, you said that it's impossible to hack 'n' pirate carts. But having read a letter in another C64 mag, this guy was saying he had seen versions of *Shadow Of The Beast*, *Robocop 2* and *SCI* on disk. So I'm utterly confused. Can carts be transferred to disk and then pirated?
Christopher 'Cool' McEvoy, Woking

Generally, cartridge games are very difficult to pirate – but we didn't say impossible, and a C64 cart is just another way of storing data. If you can get at the code, you can pirate it. However difficult the task, there's always someone who rises to the challenge.

Brain Storm

Dear TMB…
What does SYS stand for?
James Jobbins, Peterborough

SYS stands for 'system file' and is used to call and execute a machine language subroutine at a specified address.
TMB

What can you connect to the Audio/Video socket?
Mark Ayre, Chertsey

The A/V socket kicks out chroma, luma and sound signals so you can use a composite video monitor.
TMB

Please bring back the Gauntlet as it's brilliant.
Matthew Goodson, Plymouth

Yes. By popular demand, the Gauntlet will (all being well) reappear next issue.
TMB

Does the Commodore 64 produce stereo sound? I want to attach my Commodore to my Hi-Fi system, and I wanted to know if there are leads that I can get to do this?
Peter Parkhurst, Dudley

The 64 isn't stereo, but you can still run the sound signal through an amp and speakers. Two ways: 1) pick up the sound line from the A/V socket (DIN pin 3) or 2) get a monitor (like Commodore's 1084) which has an earphone jack. Buy yourself an earphone jack to phono lead and off you go.
TMB

I have two 64's. Are there any advantages in having two? Can I hook them up and play head to head, if so what is needed?
David Robinson, Tully, Australia

There was a game from Docsoft called Twin Tornado. *This allowed two players to dogfight using linked 64s. However, that was about four years ago so just where you'd get it now is anyone's guess.*
TMB

What is the best two-player game around?
Stephen Gillott, Kettering

Here's a few of the best: Speedball 2, Lotus Esprit Turbo Challenge, Armalyte, Leaderboard *(any version),* Badlands, Pang, SWIV, Star Control… *need any more?*
TMB

Is this short enough to get in?
Yours shortly
Jonathan 'BOB' Dee

Yep.
TMB

Is there going to be a *Kick Off 3*?
Barry Collins, Upminster

We have it on good authority that a cart version of Kick Off is under way. More news as and when…
TMB

Are there any other golf games except *Leaderboard* and *Pro Golf*?
Alex Murphy, Dundee

You could try Ultimate Golf *from Gremlin (0742 753423).*
TMB

GREY MATTER

To save you writing in with the same old questions every month, here are the Brain's answers to the ten most-asked questions:

1) Can I plug C64GS game cartridges into my C64?
Yes. They plug straight in, no problem.

2) What's your favourite game?
My choice from this issue has to be Turbocharge. *It's fast – even for me.*

3) How do I become a computer journalist?
Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're very, very lucky (and talented) you just might get a job as a lowly staff writer. You should also look out for jobs advertised in all of Future Publishing's titles every month.

4) Is piracy really such a bad thing?
Yes. It stops programmers earning the money they deserve. It stops publishers from having the funds to invest in bigger, better games. It can persuade software houses to stop writing games for your machine altogether. It can kill a machine stone dead (the Atari ST is suffering badly because of it; seen any ST games in the all-formats top 10 recently?). And it's illegal. So don't do it, guys.

5) If I find proof of piracy, what should I do?
Contact the Federation Against Software Theft – FAST – on 0386 833501. There's a large reward on offer for a successful prosecution.

6) How do I enter POKEs?
To enter some game cheats all you need to do is type in the listing, RUN it and load the game. Other cheats require that you break into the game using a reset switch or cartridge (like the Action Replay Mk VI). A reset switch (which simply stops the game from running) requires a SYS number to restart the game, whereas cartridges can restart the game automatically.

7) My copy of (insert game name here) won't load. What should I do?
In most instances this is the fault of the tape deck. The utterly inept C2N only needs an ant to cough 600 metres away for it to stop loading. 1) Check your tape head azimuth alignment. There are kits available for you to do this. 2) Take the game plus receipt (you did keep it didn't you?) back to the software store and ask for a replacement. 3) Send the fully packaged game back to the publishers (their name and address should appear on the box or in the instructions) and ask them to send a replacement. 4) Panic.

8) My Powerpack tape is faulty. What can I do?
Well, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the box) into an envelope and send it, with a self-addressed stamped envelope to Ablex Audio Video Ltd., Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.

9) Can we have a demo of (insert name of five-month-old game here) on the covertape?
We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

10) Can you please give me a cheat for (insert any game name here)?
No. That's Andy Dyer's unenviable task. Write to thicky at Samaritan's Corner, GameBusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. He'll do his minuscule best to help.

TMB

Thankfully, this sort of operation takes a fair amount of technical expertise and equipment and so the effects of these illegal actions are kept to a minimum.

TMB

TASKING ASKING

Dear Mighty Brain

My questions will test your IQ to the limit:

1) *The Search For Sharla* was advertised greatly by Thalamus, but I have never seen the game in the shops. Was it not released?

2) The *Vidcom 64* art package on your cover cassette is a great utility, but in multicolour mode I can only put three colours on screen, yet Robin Levy had multiple colours on his Citadel loading screen. How does he do it?

3) When is the release date of Cyberdyne Systems' *Armalyte 2*?

4) Is *OCP Art Studio* a decent art package and could you name any other good ones?

5) When the new-look C64 came out, I think that Commodore altered the sound chip, because when I load *Mega Apocalypse* and *I'Ball* and a few others, I don't get the full effect of the speech. But on my mate's old C64 it's as clear as a bell. Did they do something to the SID chip?

6) I think the Rowlands brothers are a great programming team, but I also think they left a bug in *Creatures*, because every one I know who has a copy says that the game crashes in-game sometimes. Have you detected this?

7) Looking over the reviewers' backgrounds, I noticed that nearly all of them have worked on a certain other C64 mag. This other C64 mag used to be brilliant when they were in it, but now it's pretty crap. My motto is, go where the decent reviewers go and you'll never go wrong!

If this letter is too long, take some of the questions out, but please print it as some of these questions I have wanted to know about for years. Long live *CF*!

Paul Newman, Reading

1) Ah yes. The game was advertised and Apex's Steve Rowlands was called in to do the end sequence but, alas, the programmer never quite managed to finish it.
2) You have to be careful how you choose your palette and how you place colours in a character block. You can only have four colours per char block, and one of those colours is the background colour – common to all character blocks on screen. Experiment, I'm sure you'll crack it!
3) Well, to all intents and purposes Cyberdyne Systems doesn't exist any more. The team are still living together, but they're all off doing different projects for different software houses.
4) The OCP Art Studio is very good – but then so is Vidcom 64 *which we gave away on* CF3*'s covertape!*
5) Yep. Commodore – in their finite wisdom – decided to use a new, cheaper SID chip. It still sings, but now it doesn't speak too well.
6) The Rowlands really pushed the 64 to make Creatures *as special as it is. Our aged chum was never designed to do the stuff it is doing, so a few machines might have a bit of a headache running* Creatures.
7) I'll pass on your message to the idiots in the cabbage patch.

TMB

WANTED!

Your honest opinion of *COMMODORE FORMAT*

■ **To help us keep improving your favourite magazine, please fill in and return this form each month**

1. Rate *COMMODORE FORMAT* in terms of value for money: (Tick one)
☐ Excellent! ☐ Good ☐ Reasonable
☐ Poor ☐ Rip-off!

2. How did you buy this issue? (Tick one)
☐ I subscribe
☐ Asked newsagent to reserve copy
☐ Had it delivered to my home
☐ Just went in and bought it

3. Out of ten, how much did this month's cover make you want to look inside?................../10

4. How much does this issue appeal to you overall?../10

5. How does it compare with previous issues you've seen? (Tick one)
☐ Much better! ☐ Slightly better
☐ About the same standard
☐ Slightly worse ☐ Much worse!

6. Rate out of ten this and any other computer magazines you buy regularly:
..../10
..../10
..../10
..../10
..../10
..../10

7. Out of ten, how do you rate this month's cover tape?../10

8. How many other people read your copy of *Commodore Format*? ....

9. What do you like *most* and then *least* about this issue?

I *most* like ....
....
....
....

And I *least* like ....
....
....
....
....

Your name and address:*
....
....
....
....

* Leave blank if you wish – but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Pop in an envelope and return to: **Reader Survey, *CF* October, Future Publishing, Freepost, Bath, Avon BA1 2XF**

SOFTWARE CITY

Unit 4, B.D.C, 21 Temple Street, Wolverhampton WV2 4AN Tel: 0902 25304

Call us on: 24 Hour Credit Card Hotline 0902 25304

VISA MasterCard Access

C64 SELLERS

64 FULL PRICE	Cass	Disk
3-D Construction Kit	17.50	17.50
Atomino	7.50	N/A
Back to the Future 3	7.50	10.99
Battlechess	N/A	11.99
Betrayal	N/A	13.99
Brain Clough Football Fortunes	6.99	9.99
Buck Rogers	N/A	17.50
Champions of Krynn	N/A	17.50
Chips Challenge	7.50	10.99
Cluedo Master Detective	7.50	N/A
Colossus Bridge 4	8.99	10.99
Colossus Chess 4	7.50	10.99
Creatures	7.50	10.99
Cricket Captain (D&H)	7.50	N/A
Curse of Azure Bonds	N/A	17.50
Daily Double Horse Racing	7.50	10.99
Darkman New	7.50	10.99
Death Knights of Krynn	N/A	17.50
Diplomacy	7.50	10.99
Elvira	N/A	17.50
Emlyn Hughes Soccer	7.50	8.99
E.S.W.A.T.	7.50	N/A
F-16 Combat	10.99	13.99
Fun School 3 (U.5)	9.99	12.99
Fun School 3 (5-7)	9.99	12.99
Fun School 3 (7+)	9.99	12.99
Golden Axe	7.50	10.99
Grand Prix (D & H)	7.50	N/A
Gremlins 2	7.50	8.99
Hero Quest	7.50	10.99
I Play 3-D Soccer	7.50	10.99
Jack Nicklaus Golf	7.50	12.99
Jack Nicklaus Courses Vol 1	N/A	8.99
Jack Nicklaus Champ. Courses	N/A	8.99
Jack Nicklaus Int. Courses	N/A	8.99
Kick Off 2	7.50	10.99
The Last Battle New	7.50	10.99
Last Ninja 3	9.99	12.99
Logical New	7.50	10.99
Lotus Esprit Turbo Challenge	7.50	10.99
Magic Candle	N/A	11.99
Man. Unt	7.50	10.99
Man Unt. Europe	8.99	11.99
Mercs	8.99	11.99
Mighty Bombjack	7.50	8.99
Monopoly Deluxe	7.50	N/A
Multi Player Soccer Manager	7.50	N/A
Narc	7.50	10.99
The National	7.50	N/A
Navy Seals (Cartridge only)	19.99	19.99
Ninja Remix	7.50	10.99
North and South New	8.99	11.99
Pang (Cartridge) New	19.99	19.99
Pool of Radiance	N/A	17.50
R.B.I.2 New	7.50	12.99
Rick Dangerous 2	7.50	10.99
Robocop 2 (cartridge only)	19.99	19.99
Scrabble, Monopoly & Cluedo	13.99	N/A
Security Alert	8.99	10.99
Shadow Dancer	8.99	11.99
Sim City	N/A	13.99
Skull and Crossbones	7.50	10.99
Sporting Triangles	7.50	10.99
Stealth Fighter	10.99	13.99
Summer Camp	7.50	N/A
Super Cars	7.50	10.99
Super Monaco G.Prix	7.50	12.99
Supremacy	10.99	13.99
Switchblade	7.50	10.99
Swiv	7.50	10.99
Tank Attack	8.99	10.99
Trivial Pursuit	10.99	13.99
Turrican 2	7.50	10.99
Twin World	7.50	N/A
Ultima 6	N/A	17.50
Ultimate Golf	10.99	13.99
Viz	7.50	10.99
World Championship Boxing	7.50	10.99
World Championship Soccer	7.50	8.99

BUDGET	
2 Player Soccer Squad	3.99
2 Player Super League Soccer	3.99
4 Most Sport (Soccer Boss etc)	2.99
1942	2.99
A.P.B. New	3.99
Ace	1.99
Afterburner	3.99
American 3D Pool	3.99
Arkanoid 1 or 2	3.99
Armalyte	3.99
Australian Rules Football	2.99
Ballistix New	3.99
Barbarian	2.99
Barbarian 2	3.99
Batman The Caped Crusader	3.99
Beachhead 1&2 & Raid Moscow	4.99
Blood Money New	3.99
Bombjack 1 or 2	2.99
Bouncing Heads New	3.99
The Boxer	3.99
Boulderdash 4	2.99
Boxing Manager	3.99
Bubble Bobble New	3.99
Buggy Boy	2.99
C.J's Elephant Antics	3.99
Cabal New	3.99
California Games	3.99
Championship Golf	3.99
Chuckie Egg 1 or 2	3.99
Classic Punter	2.99
Classic Trainer	2.99
Commando	2.99
County Cricket	3.99
Crazy Cars	3.99
Cricket Master	2.99
Cup Football	3.99
Daley Thompson's Decathlon	3.99
Daley Thompson's Olympic Challenge	3.99
Delta	3.99
Dizzy Panic New	3.99
The Double	2.99
Double Dragon	2.99
Dragon Ninja	3.99
Euro Boss	2.99
Fantasy World Dizzy	3.99
Ferrari Formula One	3.99
Fighter Pilot	2.99
First Past The Post	3.99
Football Champions	3.99
Football Director	3.99
Football Manager	2.99
Football Manager 2	2.99
Football Manager 2 Expansion Kit	2.99
Footballer of the Year 2	3.99
Footballer of the Year 2 (disk)	5.99
Forgotten Worlds	3.99
Fruit Machine Sim 2	3.99
Galdragons Domain	2.99
The Games Summer Edition	3.99
Ghostbusters 2	3.99
Ghosts and Goblins	2.99
Graham Gooch	2.99
Grid Iron 2	2.99
Hawkeye	3.99
IK+	3.99
I.O. New	3.99
Impossamole New	3.99
Impossamole (disk) New	5.99
International Manager	3.99
International Soccer	3.99
Ikari Warriors	2.99
Jocky Wilsons Compendium Darts	3.99
Kenny Dalglish Soccer Manager	2.99
Kentucky Racing	2.99
Kick Boxing	2.99
Kick Off	3.99
Last Ninja	2.99
Magic Land Dizzy	3.99
The Match	3.99
Match Point	3.99
Matchday 2	3.99
Moonwalker New	3.99
Motorcycle 500	3.99
New Zealand Story New	3.99
On The Bench	3.99
Outrun	3.99
Paperboy	2.99
Passing Shot	2.99
Pitstop 2	2.99
Popeye 2	2.99
Professional Footballer	3.99
Pub Games	2.99
Quattro Adventure	3.99
Quattro Arcade	3.99
Quattro Cartoon (Little Puff etc.)	3.99
Quattro Coin Ops (Fast Food etc.)	3.99
Quattro Power	3.99
Quattro Sports	3.99
Quattro Superhits	3.99
R-Type	3.99
Real Ghostbusters	3.99
Red Heat	3.99
Renegade 1 or 3	3.99
Return of the Jedi	3.99
Roadblasters	2.99
Rock Star Ate My Hamster	3.99
Rugby Coach (D & H)	3.99
Rugby Manager (Mastertronic)	2.99
Running Man	3.99
Saboteur 1 or 2	1.99
Salamander	3.99
Sam Fox	2.99
Scooby Doo and Scrappy Doo	3.99
Shinobi	3.99
Snooker Management	3.99
Soccer Director	2.99
Soccer Q	3.99
Soccer 7	3.99
Soccer Star	3.99
Spike in Transylvania	3.99
Spy Hunter	2.99
Steve Davis Snooker	2.99
Striker Manager	3.99
Strip Poker 2	2.99
Summer Games	2.99
Target Renegade	3.99
Tetris	2.99
Thomas The Tank Engine	2.99
Toobin New	3.99
Tracksuit Manager	2.99
Trapdoor 1&2	2.99
Treasure Island Dizzy	3.99
Treble Champions	4.99
The Untouchables	3.99
Vindicators	3.99
Wembley Greyhounds	3.99
Wizball	3.99
Wonderboy	3.99
World Class Leaderboard, Leaderboard & Tournament	4.99
Yie Ar Kung Fu	3.99
Yogi And The Greed Monster	2.99
Yogi Bears Great Escape	2.99

BACK CATALOGUE	
Badlands (cass or disk)	3.99
Boulderdash 1 & 2	2.99
Castle Master New	3.99
Chameleon (disk only)	2.99
Continental Circus	1.99
Corruption Adventure (disk only)	3.99
Deactivators	0.50
Dynasty Wars	3.99
Escape-Planet of Robot Monsters	3.99
Galaxy Force	2.99
Gary Linekers Hotshots (disk only)	2.99
Ghostbusters 2	3.99
H.A.T.E. (disk only)	2.99
Heavy Metal + FREE Beach-head	3.99
Hunter's Moon	1.99
Italy 1990 New	3.99
Kenny Dalglish Soccer Match	2.99
Muncher	3.99
Ninja Warriors	3.99
North Star (disk only)	2.99
Pacmania (disk only)	2.99
Pipemania	3.99
Quedex	1.99
Question Of Sport	2.99
Rainbow Warrior	2.99
Roy of the Rovers (disk only)	2.99
Shoot 'em Up Const. Kit (disk only)	4.99
Skool Daze	2.99
Spy Who Loved Me New	3.99
Star Wars Trilogy (disk only)	6.99
Task 3 (disk only)	2.99
Teenage Mutant Hero Turtles	4.99
Through the Trapdoor (disk only)	2.99
Turrican	3.99
Ubik's Musik	0.99
Venom Strikes Back (disk only)	2.99
X-Out	3.99

COMPILATIONS

GRANDSTAND
World Class Leaderboard, Pro Tennis Tour, Continental Circus & Gazza's Super Soccer. **Cass. £10.99 Disk £13.99**

TEST DRIVE 2 COLLECTION
Test Drive 2 (The Duel), Musclecars, European Challenge, Super Cars & California Challenge. **Disk only £17.50**

SIX APPEAL
Rick Dangerous, Twinworld, Puffy's Saga, P47 Thunderbolt, Pick 'n' Pile & Satan. **Cass. £10.99 Disk £13.99**

4 MOST WARZONE
Army Moves, 19 Boot Camp, River Rescue & War **Cass. £3.99**

PACK OF ACES
International Karate, Boulderdash, Who Dares Wins 2 & Nexus. **Cass. £3.99**

MULTIMIXX 3
Streetfighter, 1943 & Bionic Commando. **Cass. £4.99**

PHANTASIE
Phantasie, Phantasie 3 & Wizards Crown **Disk only £17.50**

ROAD WAR
Roadwar 2000, Roadwar Europa & Wargame Construction Set **Disk only £17.50**

POWER UP
Rainbow Islands, Altered Beast, X-Out, Turrican & Chase H.Q. **Cass £11.99 Disk £13.99**

THE WINNING TEAM
A.P.B., Klax, Vindicators, Cyberball & Escape - Planet Robot Monsters. **Cass. £10.99 Disk £13.99**

ITS TV SHOWTIME
Krypton Factor, Bullseye, Bob's Full House & Every Second Counts. **Cass. £7.50**

PREMIER COLLECTION
Flimbo's Quest, Last Ninja 1 & 2, Myth, Dominator & International Karate. **Cass. £11.99 Disk £13.99**

COIN OP HITS 2
Dynasty Wars, Ninja Spirit, Vigilante, Hammerfist & Ghouls and Ghosts. **Cass. £11.99 Disk £13.99**

FISTS OF FURY
Double Dragon 2, Shinobi, Dynamite Dux & Ninja Warriors. **Cass. £10.99 Disk £17.50**

SYSTEM 3 PACK
Myth, Vendetta, Tusker & I.K.+**Cass. £11.99 Disk £13.99**

WINNERS
Thunderblade, L.E.D. Storm, Blasteroids, Impossible Mission 2 & Indiana Jones. **Cass. £5.50**

COIN OP HITS
Outrun, Thunderblade, Road Blasters, Spy Hunter & Bionic Commando. **Disk £5.50**

WHEELS OF FIRE
Turbo Outrun, Chase H.Q., Powerdrift & Hard Drivin'. **Cass. £10.99**

ADDICTED TO FUN
Bubble Bobble, Rainbow Island & New Zealand Story **Cass. £7.50 Disk £10.99**

CECCO COLLECTION
Cybernoid 1 and 2, Stormlord & Exolon. **Cass. £5.50**

HOLLYWOOD COLLECTION
Robocop, Indiana Jones Last Crusade, Batman the Movie & Ghostbusters 2. **Cass. £10.99 Disk £13.99**

PLATINUM
Strider, Black Tiger, Ghouls and Ghosts, Forgotten Worlds & L.E.D. Storm. **Cass. £11.99 Disk £13.99**

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy.. **Cass. £7.50**

VIRTUAL WORLDS
Total Eclipse, Castle Master & The Crypt **Cass. £10.99 Disk £13.99**

THRILLTIME PLATINUM
Buggy Boy, Space Harrier, Live and Let Die, Overlander, Dragons Lair, Thundercats, Beyond The Ice Palace, Great Gurianos & Hopping Mad. **Cass. £5.50 Disk £7.50**

FIST AND THROTTLES
Buggy Boy, Thundercats, Enduro Racer, Ikari Warriors & Dragons Lair. **Disk only £3.99**

6 PAK VOL 2
Eagles Nest, Batty, Ace, Shockway Rider, International Karate & Lightforce.. **Disk only £3.99**

QUATTRO SKILLS
Int. Rugby Sim, 11 A-Side Soccer, Pro Skateboard & Pro Tennis Sim. **Cass. only £3.99**

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to:- **Software City**
Unit 4, BDC, 21 Temple Street, Wolverhampton WV2 4AN.

ORDER FORM (Block Capitals)

Name ....

Address ....

....

Postcode.................................... **Tel No** ....

Previous customer Y/N.............. Reference No..

Name of game	Computer	Value
	Postage	
	TOTAL	

POSTAGE RATES - Please add 50p for post and packaging on all orders under £5. EEC countries add £1 per item. Non EEC Countries add £2.50 per item
Paying By Cheque - Cheques payable to **Software City**

CF13

CREDIT CARD NO. .... **EXPIRY DATE** ....

SIGNATURE .... **DATE** ....

EUROPEAN ORDERS ACCEPTED

BACK TO BASIC

Taking pixels to bits, Phil South continues to explain how sprites work in his series about programming for beginners.

If there's anything you want to know about the Basic language or if you've got a program you'd like to share, write to Back To Basic at the Commodore Format address

Last month I told you all about normal hi-res mode graphics and how to generate them. Well there's another mode you really ought to know about, and that's multicolour.

There's a limitation on the number of colours you can put close together. In fact in normal high resolution mode on a C64 you can only put two different colours on any one character square. Tricky though this is, there is a solution – multicolour – which allows you to put any colour dot next to any other colour dot. The limitation here (and there had to be one) is that the pixels in multicolour mode, instead of being single pxels, are in fact two pixels stuck together. So although you have more flexibility with your colour placement, you have slightly chunkier pixels.

Although you might think this would seriously damage your pictures, only having half the horizontal resolution you normally have, on a TV it's hardly noticable, and being able to plonk pixels of different colours next to each other means you can do 'anti-aliasing' tricks, like putting a dot of darker blue on the edge of a lighter blue to blend it together with a black background. Anyway, here's how to program it.

MULTICOLOUR MODE

To get to multicolour mode, you have to do a slightly weird line in Basic to call up the new mode. Obviously, if you're in the normal screen mode this won't make much difference to the way the screen looks, except the characters on the screen might look a little bit fuzzier. If you snap into hi-res screen mode for graphics, the effects will be much more pronounced.

Multicolour mode is called up by setting both bit 5 of register 53265 and bit 4 of register 53270 to 1. The line which does this goes like this:

```
POKE 53265,PEEK(53265) OR 32: POKE
53270,PEEK(53270) OR 16
```

– which looks silly but it does the job. To turn the mode off all you have to do is type in this:

```
POKE 53265,PEEK(53265) AND 223: POKE
53270,PEEK(53270) AND 239
```

Although these lines of code look big and incomprehensible (which, in fact, they are) after a few times of typing them in you soon get the hang of it.

The best way to shorten the lines and make them easier to understand is to use variables for the numbers, like so:

```
A=53265:A1=32:A2=223
B=53270:B1=16:B2=239
```

Then all you have to do is type these lines for on and off respectively:

```
POKE A,PEEK(A) OR A1: POKE B,PEEK(B)
OR B1
POKE A,PEEK(A) AND A2: POKE B,
PEEK(B) AND B2
```

– which is a bit easier to remember. See this month's program for more details about how you can mess around with multicolour screens and why not try to draw lines in multicolour mode, by turning on a high res graphics screen, as I said before?

MULTICOLOUR SPRITES

In the same way as you can turn on multicoloured screens, you can have multicolour sprites too. The principle is about the same as for ordinary sprites, which we talked about in greater detail last time, but you have to be a little more careful about how you give the information to the computer. The way to write the program needn't change much, but the actual data you feed to the sprite is going to be more complex.

To tell the computer that a sprite is multicoloured, you have to say:

```
10 POKE 53276,PEEK(53276) OR (2↑N)
```

– where N is equal to the sprite number you want to be multicolour. And just like using the mode to affect a screen, there is another command to turn off the multicolour mode on a sprite. You must do this line:

```
10 POKE 53276,PEEK(53276) AND (255-
2↑N)
```

And once again, if you substitute a variable for the 53276 it makes it easier to type:

```
5 A=5327610 POKE A,PEEK(A) OR (2↑N)20
POKE A,PEEK(A) AND (255-2↑N)
```

This program won't do anything, because we haven't loaded a sprite into the computer. The definition is empty and so nothing appears on screen. And besides, the on and off commands are right next to each other, so it wouldn't be visible anyway. But these lines here are just to show you what to type, they aren't really meant to be running programs!

Okay. Defining the sprite is pretty much the same as we talked about last time, except the colours for each dot on the sprite are pairs of bits rather than single bits. So instead of having 24 bits or dots, you have only 12 pairs, instead of a single bit that can be on or off, you have two bits.

So you have two bits which can be either on or off, giving you four options:

00011011

Each variation has a different meaning, and these are what they mean:

00 – Transparent
01 – Multicolour 1
10 – Sprite colour
11 – Multicolour 2

The colours for 00 and 10 are the same as the colours in the normal sprite definition, and the two extra colours are used when the bit pair are set to 01 and 11. It all sounds very complicated, I know, but read through last month's sprite definition routines, and then take a look at this section again after you've read that. It all fits together, promise. Next month I'll have a special multicolour sprite for you to use, so I'll fill in more detail then.

That's all for now. Next month I'll be looking at interesting ways you can mess about creating new character sets from your old ones. See you then!

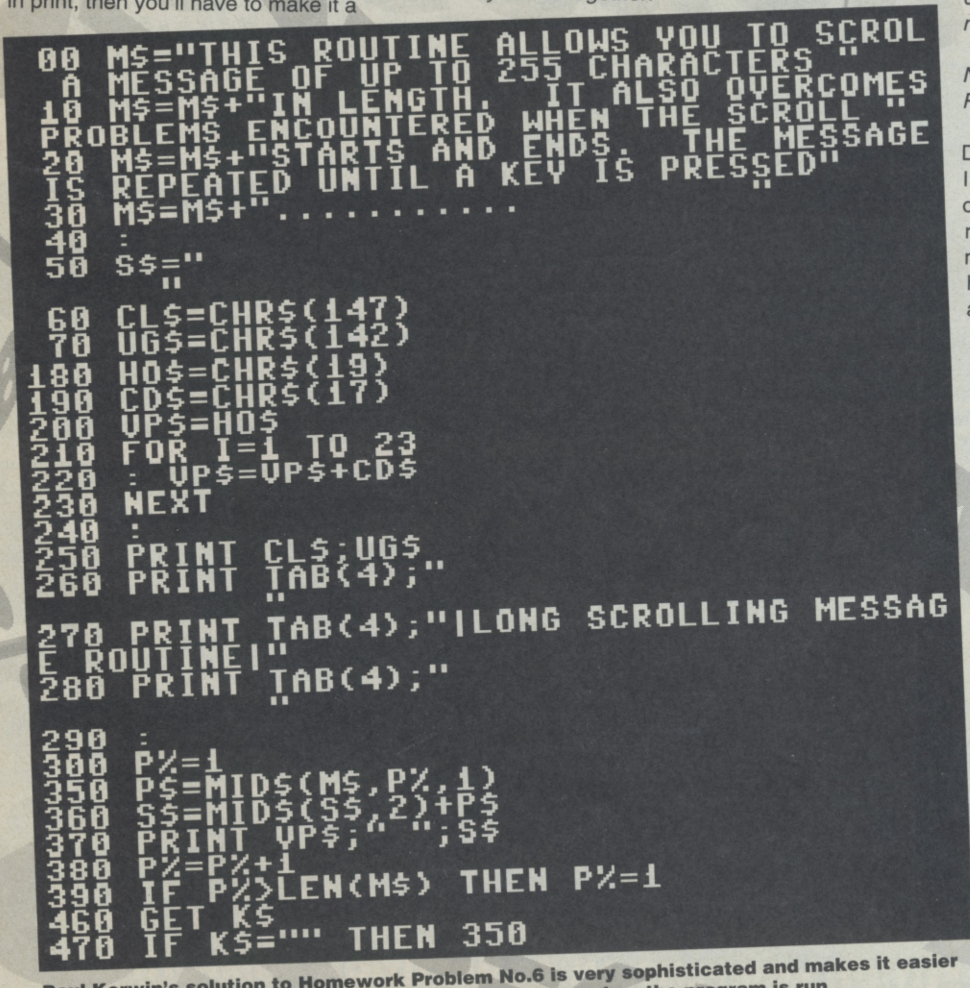
YOUR LETTERS

The mail bag grows heavier with more of your letters and programs each day. Thanks very much for your submissions, and remember that if you want to see a program of yours in print, then you'll have to make it a small one. I've been sent some very nice, but *collosal* programs, and frankly it doesn't matter how clever they are, I can't spare the space to print them. Secondly, can you send a listing of your program for me to read with your letter. You can send a tape or disk as well, but please send a listing on paper. It helps me to get a clear picture of what it is you're doing in the program, which is not always apparent from looking at a screen full of code! Send your letters to: Phil South, Back To Basic, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA11 2BW.

Anyway, into the letters! First a piece from Paul Kerwin about Homework Prob 6:

Dear Phil
Here is my attempt at a program to scroll a long message across the bottom of the screen. Instead of printing sections of the string each time, the routine scrolls the variable S$ to the left and then adds the next character from the message (pointed to be P%) on to the end. This allows the message to be scrolled onto the screen one character at a time and makes repeating the scroll much easier. By changing the length of S$ the number of characters displayed can be changed.

Next up we have Steve Flanagan of Sheffield, who very kindly offers his copy of Simon's Basic to K Parker who wanted it. But unfotunately I've lost K Parker's address. So if you want to write into me again K, I'll get you two together.



```
00 M$="THIS ROUTINE ALLOWS YOU TO SCROL
 A MESSAGE OF UP TO 255 CHARACTERS "
10 M$=M$+"IN LENGTH.  IT ALSO OVERCOMES
PROBLEMS ENCOUNTERED WHEN THE SCROLL "
20 M$=M$+"STARTS AND ENDS.  THE MESSAGE
IS REPEATED UNTIL A KEY IS PRESSED"
30 M$=M$+"..........
40 :
50 S$="
   "
 60 CL$=CHR$(147)
 70 UG$=CHR$(142)
180 HO$=CHR$(19)
190 CD$=CHR$(17)
200 VP$=HO$
210 FOR I=1 TO 23
220 :  VP$=VP$+CD$
230 NEXT
240 :
250 PRINT CL$;UG$
260 PRINT TAB(4);"
     "
270 PRINT TAB(4);"|LONG SCROLLING MESSAG
E ROUTINE|"
280 PRINT TAB(4);"
     "
290 :
300 P%=1
350 P$=MID$(M$,P%,1)
360 S$=MID$(S$,2)+P$
370 PRINT VP$;" ";S$
380 P%=P%+1
390 IF P%>LEN(M$) THEN P%=1
460 GET K$
470 IF K$="" THEN 350
```

Paul Kerwin's solution to Homework Problem No.6 is very sophisticated and makes it easier to change the message that scrolls across the screen when the program is run

Steve also says:

Dear Phil
If there are any Casio FX730P owners out there, please get in touch with me, as I would like to swap programs.

Anyone wishing to contact Steve can do so by sending a letter to Back To Basic, and I'll forward it on.

Andrew Kinnaird is a little confused about CF9 and the Back To Basic listing:

Dear Phil
In *CF9* Chris Warrington wrote to Inside Info showing a program on how to design your own character set. But he didn't explain in detail how the program works, for example line 20 containing a POKE 52,z. This completely baffled me, I have never come across this POKE in my life. I would like Back To Basic to explain it for me in greater detail. Please give us a lesson in designing your own characters in Back To Basic soon.

Well, Andrew, POKE 52 according to my Prog Ref Guide (I had to look it up, as it's been a while since I used this function) is a pointer to the bottom of string storage. Meaningless in itself, but what in fact this line does is reclaims space from the area that Basic reserves for itself in memory, and this allows you to place your new character set in this place. In answer to your question, I'll be doing how to change your character set in next month's Back To Basic.

Now a writer from Australia, namely Danny Rose from Tasmania:

Dear Phil
I come from the down under of down under, or Tassie as we call it down here. I was recently reading your Back To Basic installment in the totally rad *CF7*, when I thought I had something of interest for the readers, about screen colours. Use this program

```
10 A=5328020 B=5328130 POKE
A,X:POKE B,Y
```

where X and Y are the following numbers to get these colours:
Brown – 9, White – 1, Black – 0, Purple – 4, Cyan – 3, Blue – 6, Green – 13, Light Blue – 14, Grey – 12, Red – 2, Pink – 10, Orange – 8, Yellow – 7

The number 53280 is the border colour, and the 53281 number is the screen colour. Here are a few programs that I've found have interesting effects:

Program 1

```
10 LET C=120 PRINT C30 LET C=C+140
GOTO 20
```

Program 2

```
10 PRINT CHR$(205.5+RND(1));20
GOTO 10
```

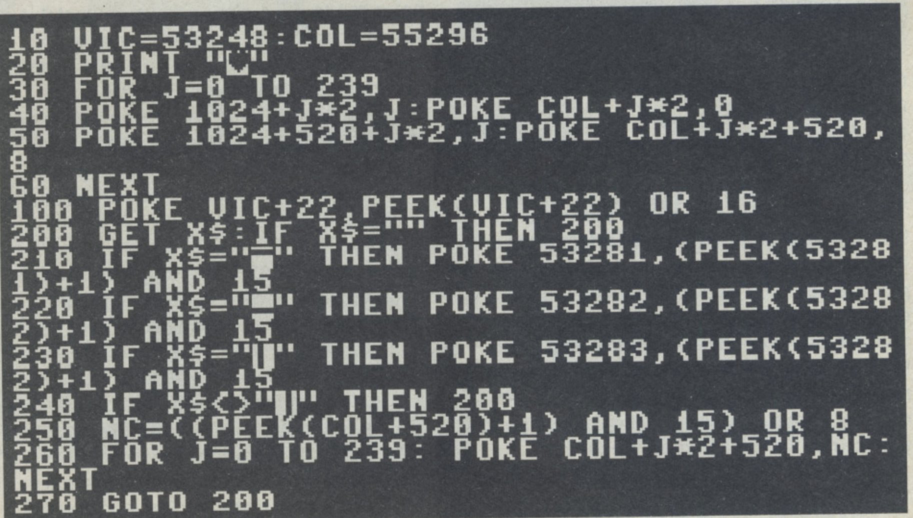
Program 3

```
10 A=TI20 IF TI<A+150 THEN GOTO 20
```

Blow by blow – that listing in full...

Here is the multicolour screen demo, showing you how to create and use screens in multicolour mode. Pressing F1, F3, F5 and F7 advances the colour registers one notch so you can try out various different colour combinations until you get what you want.

Line 10 sets up the variables VIC and COL to be the values of the start of the VIC chip and the start of colour RAM.
Line 20 clears the screen.
Line 30-60 sets up the first loop, which POKEs the screen with the full character set in normal and multicolour modes.
Line 100 activates multicolour mode.
Lines 200-240 wait till you press a key, then after that check to see if you pressed a function key. If you didn't nothing happens. If you did it finds out which one you pressed and changes the colours of the screen to either of the two multicolour colours.
240 tests again to see if you pressed an F7. If you did it lets the program look at the next line, if not it sends you back to 200.
Lines 250-260 do a crazy routine setting every other character to COL colour after each F7 key stroke.
Line 270 returns you to the main part of the program. And there you have it. Remember, when you've typed in the listings and checked them, save them straight away!



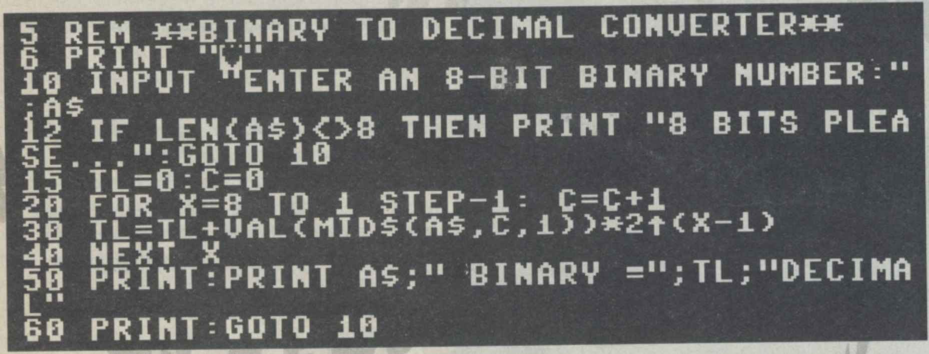
```
10 VIC=53248:COL=55296
20 PRINT "♥"
30 FOR J=0 TO 239
40 POKE 1024+J*2,J:POKE COL+J*2,0
50 POKE 1024+520+J*2,J:POKE COL+J*2+520,
8
60 NEXT
100 POKE VIC+22,PEEK(VIC+22) OR 16
200 GET X$:IF X$="" THEN 200
210 IF X$="■" THEN POKE 53281,(PEEK(5328
1)+1) AND 15
220 IF X$="■" THEN POKE 53282,(PEEK(5328
2)+1) AND 15
230 IF X$="■" THEN POKE 53283,(PEEK(5328
2)+1) AND 15
240 IF X$<>"■" THEN 200
250 NC=((PEEK(COL+520)+1) AND 15) OR 8
260 FOR J=0 TO 239: POKE COL+J*2+520,NC:
NEXT
270 GOTO 200
```

The multicolour mode sprite demo is quite short, so it should be easy to study. Check out *CF6* and *CF7* if you don't know how to generate those inverted 'control code' characters

Program 1 prints a list of numbers, okay not very interesting but fun to watch how fast the Commodore can count. Program 2 prints up a maze on the screen. A-mazing, huh? (*Mega-groan – Ed.*) Program 3 uses the timer variable TI to put a short pause in your program. That's all, except I was going to send you a great book on Basic for the 64, but I'd already sealed the envelope.

Hmm, must have been a very thin book, judging from the size of your envelope. Still thanks for the tips, cobber. Or don't you Ozzies call people cobber anymore? By the way what's happening in Neighbours at the moment? (Oh stoppit, Phil. Home And Away's much better... Oops! – Ed)

Now then, Brett Bulling of Dorset has written a program to help you get your sprites together. Basically all it is is a Binary To Decimal Converter routine, so you can tap in the pixels and out comes a nice neat number for you to tap into your sprite definition. Nice one, Brett! And that's all we've got time for. Keep writing, please.



```
5 REM **BINARY TO DECIMAL CONVERTER**
6 PRINT "♥"
10 INPUT "ENTER AN 8-BIT BINARY NUMBER:"
;A$
12 IF LEN(A$)<>8 THEN PRINT "8 BITS PLEA
SE...":GOTO 10
15 TL=0:C=0
20 FOR X=8 TO 1 STEP-1: C=C+1
30 TL=TL+VAL(MID$(A$,C,1))*2↑(X-1)
40 NEXT X
50 PRINT:PRINT A$;" BINARY =";TL;"DECIMA
L"
60 PRINT:GOTO 10
```

Brett Bulling's binary to decimal converter is a very useful piece of code you should keep handy. If you're following Paul Lyons' Inside Info project, you can make use of it there, too

Homework prob no. 8

Okay, you've seen multicolour mode. Now try writing a program that creates and bounces a multicolour sprite around the screen. Bet you can't do it! Ho ho.

BACK TO BASIC

Win a coding cartridge

To celebrate a whole year's worth of *CF*, Back To Basic is giving away some techy goods for would-be coders. As well as a whole host of C64 programming books, we'll also be sending the winner an Action Replay Mk VI cartridge. These feature-packed carts are great for joystick-wielders as well as keyboard-tappers and are the ideal accompaniement to any C64 set-up.

Want all this booty? Then you'd better enter the competition. And what do you have to do? Well, why not take a quick shufty at the questions over there. (No, the other side, silly...)

Here they are:

1) What do RAM and ROM stand for?

2) What does BASIC stand for?

3) What happens if you POKE 53281, X when X is a variable quickly chosen at random from values between 0 and 15?

Right. Whack your answers on a postcard and send it to: Back To Basic Compo, 29 Monmouth Street, Bath, Avon BA1 2BW, to arrive no later than October 17th. Ta.

COMPETITION COMPETITION COMPETITION COMPETITION COMPETITION

SPRINT 128

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.
- Works with most applications.

ONLY £29.99

NEW VALUE PACK

COMMODORE 1541 MKII DISK DRIVE FOR 64/128

The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

JUST LOOK AT THESE FEATURES...

- Slimline design - an extremely compact unit.
- ExternalPower Pack so no overheating problems (unlike some other types).
- Direct drive motor for super quiet operation and extra long life.
- Plus fabulous collection of Disk Software - see below for details!!
- Comes complete with manuals, connecting leads, etc., etc.

TOTAL PACKAGE INCLUDING TRIVIAL PURSUIT, SNARE, CONFUZION, SPLIT PERSONALITIES, SECRET AGENT, NIGHTBREED, SHADOW WARRIORS, MIDNIGHT RESTISTANCE DISK SOFTWARE

ONLY £149.99

ADD £5 IF NEXT DAY COURIER IS REQUIRED

DIGITAL SOUND SAMPLER

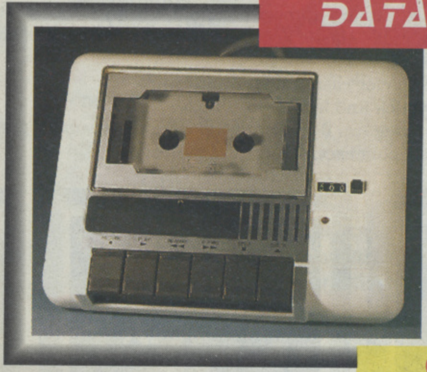
NOW WITH *FREE* COM-DRUM DIGITAL DRUM SYSTEM

- This ***NEW*** Sampler allows you to record any sound digitally into memory & then replay it with some astounding sound effects.
- Playback forwards/backwards with echo/reverb/ring modulation.
- MIDI compatible with suitable interface (Datel Unit £39.99, see ad.).
- Live effects menu includes realtime display of waveforms.
- Line in/mic/line out/feedback controls. 8bit DtoA & ADC conversion.
- Load/save sample. Up to 8 samples in memory at one time.
- Complete software/hardware package. Tape or Disk (please state).
- Now you can turn your Digital Sound Sampler into a Digital Drum System with your ***FREE*** Com-Drum software.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits. Real drum sounds - not synthesised.
- Full editing. Menu driven. Load/Save facilities.
- Output to Hi-Fi or through TV speaker.

STILL ONLY £49.99

COMPLETE WITH FREE COM-DRUM DIGITAL DRUM SYSTEM

DATA RECORDER



- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Suitable for 64/128.
- Comes complete - no more to buy!
- Send now for quick delivery.

ONLY £29.99

UNBEATABLE MIDI PACKAGE!!

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM ONLY £39.99

AVAILABLE ON DISK ONLY

FREE MIDI CABLES

- **The Advanced Music System is probably the best MIDI/music package ever produced for the 64/128 offering a huge range of musical composition features plus MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!**
- KEYBOARD MODULE allows for entry of music from the QWERTY keyboard. Sequencer works like digital recorder.
- EDITOR MODULE just like a word processor for music.
- MIDI MODULE this is the module which allows the full potential of the Music System and your MIDI keyboard to be achieved. Using the Datel MIDI 64 Interface any MIDI instrument can be connected.
- HUGE RANGE OF FEATURES... too numerous to list. Advanced Music System has literally hundreds of commands and features - we have only outlined some of the main headings - this is a truly professional package.

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access

DATEL ELECTRONICS LTD.

VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL Electronics Limited

COMMODORE MOUSE SYSTEM

COMPLETE WITH OCP ADVANCED ART STUDIO

NOW A TOTAL MOUSE/GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

- **1351 Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
- **When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...**
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

ONLY £34.99

TOTAL PACKAGE INCLUDES 1351 MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO

PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE!

MOUSE MAT AND MOUSE HOLDER

(WORTH £12.99) WITH EACH PACKAGE

LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy - just plug in and print!!

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER	**RRP £345.00**
SPRINT 128 PRINTER INTERFACE	**RRP £29.99**
DATEL COLOUR PRINTER DRIVER SOFTWARE	**RRP £19.99**
NORMALLY	**£394.98**

COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL Electronics Limited

DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

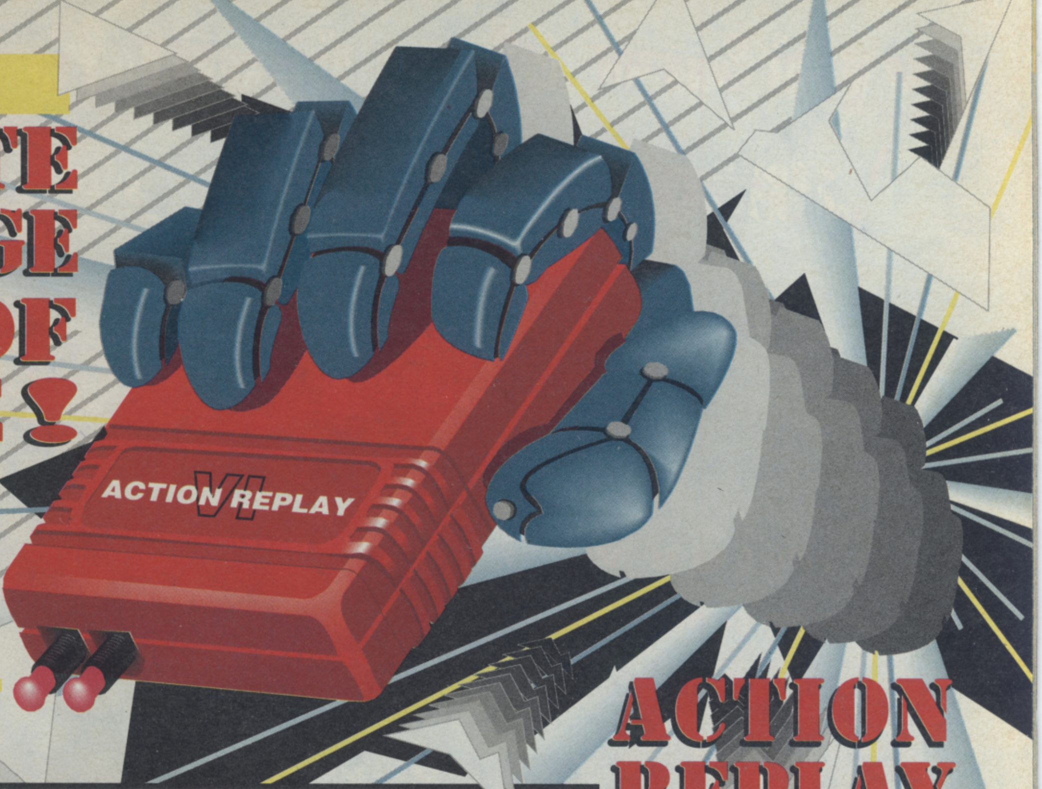
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

COM MSE 3

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY £34.99 POST FREE

THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC



ACTION REPLAY MK VI

FOR CBM 64/128

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.
The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.
It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL Electronics Limited

Access

DATEL ELECTRONICS LTD.

VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

ARVI 4

5
8
9
10
11
12
Commodore

BACK ISSUES

FINITE SUPPLY SHOCK!

Since special *CF* sniffers located some back issues which were once believed to be extinct, the number of orders has exhausted our supplies of *CF* 1,2,3,4, 6 and 7. So remember, back issue stocks don't last forever. All you have to do to get one of the remaining copies is fill in the form (or a photocopy of it) with your name and address and pop it in an envelope. Don't forget some dosh (like a cheque or postal order) for £2.20 per issue. If you're ordering outside mainland UK, each magazine costs £3.45 'cos of the expensive mail costs.

CF5 - DICK TRACY

One of the worst games of all time! *Rick D 2* and *Monty Python* mapped. Full games: *Sun Star* and *Shockway Rider*. Demos: *Viz* and *Warlock*

CF8 - PREDATOR EXCLUSIVE

First *Predator* and *Viz* reviews. Full games: *Mean Streak* and *Top Duck*. Demos: *Predator* and *Elvira*

CF9 - FANTASY SPECIAL

Five roleplaying games PowerTested: *Hero Quest, Ultima VI, Death Knights of Krynn, Gauntlet 3* and *Wrath of the Demon*. On tape: *Zamzara, Bulldog* and demos of *Hero Quest* and *Fire Power*. Also *Turrican* map part 1.

CF10 - EXILE EXCLUSIVE

Massive *Exile* demo, poster and exclusive review. Also on the tape: *F1 GP Circuits* demo and complete versions of *Park Patrol* and *Anarchy*. Inside: the definitive guide to flight simulators, nine pages of tips including *Turrican* map part 2. *RBI2* and *Switch Blade* PowerTested!

CF11 - TERMINATOR 2

Switchblade and *Over The Net* demos on tape with *Pitfall II* and *Lightforce*. *Terminator 2* previewed in an Early Warning Special that includes *Out Run Europa, Speedball 2* and much much more!

CF12- SPEEDBALL 2

Demos on the cover tape – 21st century sport sim *Speedball 2*! After the injury time, cute-out with *Rodland*, build up with *3D Construction Kit* and *PP Hammer* away. The classic *Spindizzy* is the complete game to top this fab issue!

Please send me Commodore Format back issues *PLEASE CIRCLE*

5 8 9 10 11 12

PRICE DETAILS PER ISSUE: UK – £2.20 ROW – £3.45

TOTAL PAYMENT £ ____________________

MY METHOD OF PAYMENT IS *TICK YOUR CHOICE*

☐ VISA ☐ ACCESS

NO ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

EXPS ☐☐☐☐

☐ CHEQUE *Make payable to Future Publishing Ltd*

NAME ____________________

ADDRESS ____________________

____

____

POST CODE ____________________

SIGNATURE ____________________

Enclose this coupon (together with your cheque if applicable) in an envelope and send to:
COMMODORE FORMAT, FREEPOST, SOMERTON, TA11 7BR

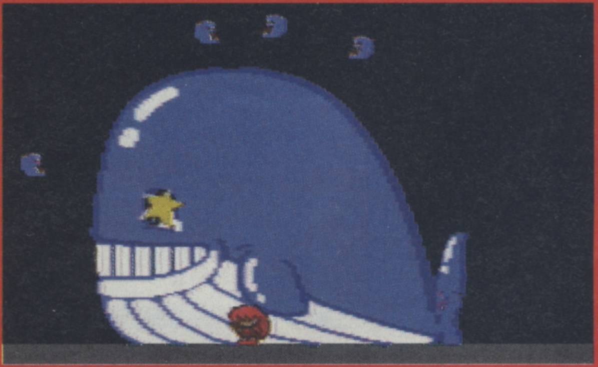
SUBSCRIBERS CLUB

You not only receive an ace gift when you subscribe – you can also take advantage of our exclusive subscriber offers! An extra bonus or what?

This month's special offer is so hot you'll think it's still summer. . .

Rodland

Reviewed in *CF13*, *Rodland* marks the return of the manic platform masterpiece. There are 32 levels of hazard hopping cuteness for one or two players. I said cute cute cute cute cute.



SAVE UP TO £4

Subs Club Price

CASSETTE £9.99 (RRP £11.99)

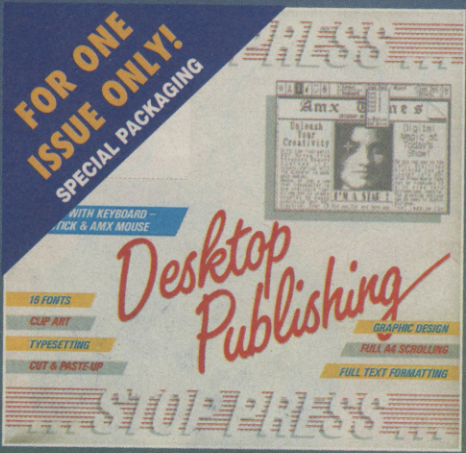
DISK £11.99 (RRP £15.99)

To place this order please use the coupon opposite ☞

Receive one of these gifts when you subscribe to Commodore Format

JOYSTICK

Powerplay Cruiser – The reviewers' choice, with adjustable torque.


FOR ONE ISSUE ONLY!
SPECIAL PACKAGING
WITH KEYBOARD – STICK & AMX MOUSE
Desktop Publishing
16 FONTS
CLIP ART
TYPESETTING
CUT & PASTE-UP
GRAPHIC DESIGN
FULL A4 SCROLLING
FULL TEXT FORMATTING
...STOP PRESS...

STOP PRESS & MOUSE

Desktop publishing software. **WARNING:** stocks are low. If you select Stop Press, please make a second choice clear.

GET

12 ISSUES OF THE BEST C64 MAGAZINE DELIVERED AT NO EXTRA CHARGE

GET

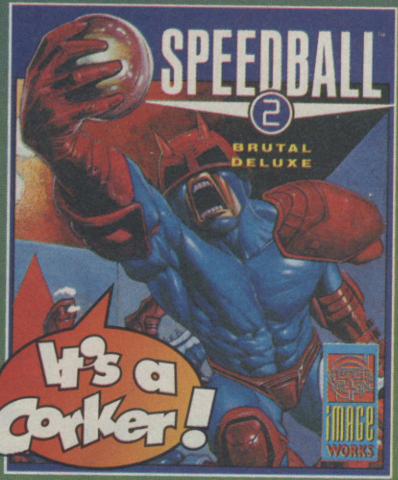
A FREE COVER MOUNTED CASSETTE EVERY MONTH

GET

ONE OF THESE 4 ACE GIFTS – THE CHOICE IS YOURS!

OCP ART STUDIO

A comprehensive, user friendly art and design package. Special version, dual cassette and disk, comes without mouse. Sells for an amazing £22.99.


SPEEDBALL 2
BRUTAL DELUXE
It's a Corker!
image works

SPEEDBALL II

Control teams like Brutal Deluxe in the ultimate sport. Blood curdling action for one or two players earn this game a Corker! **CASSETTE VERSION ONLY.**

ALL THIS FOR THE SAME PRICE AS YOU'D PAY AT A UK NEWSAGENT

£26.40!

Save the time and hassle of having to go out and get your copy every month. Avoid that gut-wrenching feeling when you're told, "Sorry, sold out." Act today, guarantee your copy and get it delivered at no extra charge. Complete and return the coupon below or call our credit card hotline on 0458 74011.

DO YOURSELF A FAVOUR. SUBSCRIBE NOW!!

YES!

PLEASE ENTER MY SUBSCRIPTION TO COMMODORE FORMAT *TICK AS APPROPRIATE*

12 ISSUES ☐ **UK £26.40** ☐ **EUROPE £38.35** ☐ **REST OF WORLD £51.90** **6 ISSUES** ☐ **UK ONLY £13.20**

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

MY CHOICE OF GIFT IS APPLIES TO 12 ISSUES ☐ **STOP PRESS** BUYERS INDICATE SECOND CHOICE ☐ **JOYSTICK** ☐ **SPEEDBALL II** ☐ **ADVANCED OCP ART STUDIO**

PLEASE ALSO SEND ME THIS MONTH'S SUBS CLUB SPECIAL OFFER – RODLAND ☐ **DISK £9.99** ☐ **CASSETTE £11.99**

If you are an existing subscriber please quote your subscription reference number here – you will find this on your address label ______________________

MY METHOD OF PAYMENT IS *TICK YOUR CHOICE* **TOTAL PAYMENT £** ______________________

☐ VISA ☐ ACCESS CARD NO ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ EXPS ☐☐☐☐ ☐ CHEQUE *Make payable to Future Publishing Ltd*

NAME ______________________ SIGNATURE ______________________

ADDRESS ______________________

______________________ POST CODE ______________________

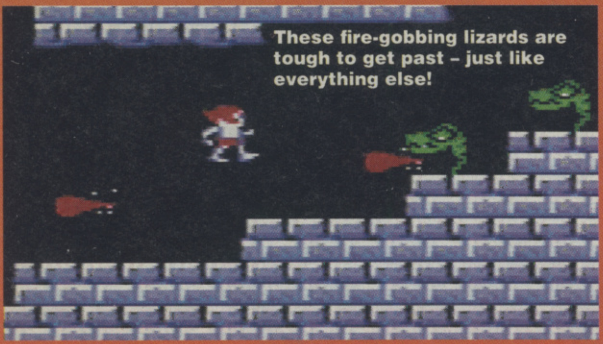
Enclose this coupon (together with your cheque if applicable) in an envelope and send to: **COMMODORE FORMAT SUBSCRIPTIONS, FREEPOST, SOMERTON, TA11 7BR**

THIS COUPON IS VALID UNTIL 31ST OCTOBER 1991

CF/MAG/1091

DRAGON'S KINGDOM

Within three seconds of starting play, it's obvious that the programmer of *Dragon's Kingdom* is a real *Ghouls 'n' Ghosts* fan. In fact, he's so keen on the game that he's decided to re-write it, take out the snazzy graphics and make it even harder.



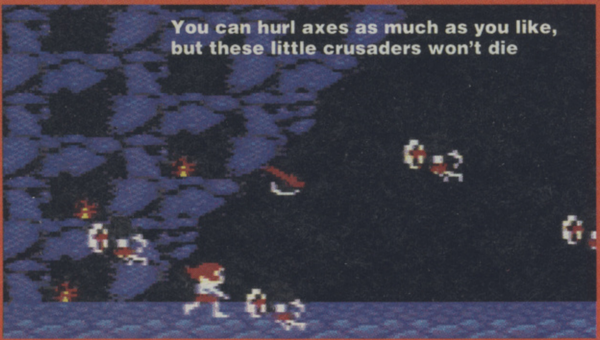
These fire-gobbing lizards are tough to get past – just like everything else!

To say that *DK* has been influenced by the famous Capcom coin-op is something of an understatement, but decide for yourself: You control a small blokey who must traverse a scrolling landscape in order to reach and defeat an evil dragon demon called Griffin. Along the way he has to leap over rocks, climb ladders, cross bridges and jump over gaps. A constant barrage of demonic adversaries do their best to kill our hero, but luckily he has two lives. The briefest encounter with an opponent removes one half-life, but allows him to continue; another touch and it's back to the last restart point, which is briefly displayed on a map of the whole quest.

Your chappie starts his mission armed with an infinite supply of swords which are hurled directly at oncoming enemies. Later on, this is swapped for a battle axe. Now, you don't have any option in selecting this weapon – you can't jump over it and you can't avoid it. And, unfortunately, it's crap. The thing is thrown in a huge arc, neatly avoiding any evil-doers in the immediate proximity.

By now you should be having a cumulative attack of déja vû. True, later levels do deviate from the *Ghouls 'n' Ghosts* layout, and Genias haven't bothered trying to imitate the huge end-of-level guardians (in fact there aren't any) but *Dragon's Kingdom* is a real rip-off.

The golden rule in borrowing (well, stealing) ideas is that you improve upon them but Genias has failed miserably. Poor game design results in alien attack patterns which aren't identical each time you play. Just when you think you've got it sussed, they change the rules, as it were. In a game as tight as this, it means that your learning curve is flattened.

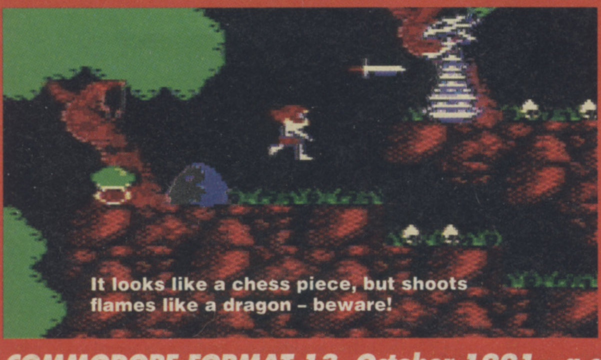


You can hurl axes as much as you like, but these little crusaders won't die

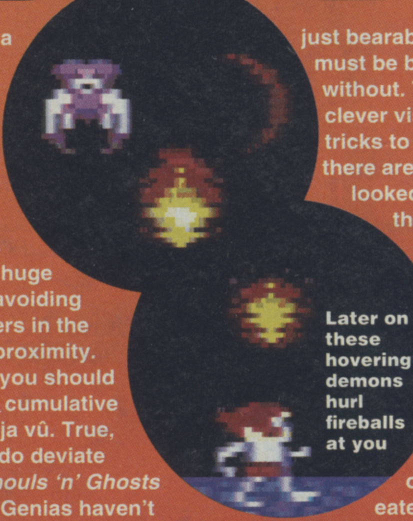
Another zip in the bodybag is the vile control method. You have to hit a clean diagonal to jump and then you can't clear an object if you're standing right next to it. AAARGH!

Combined with distant restart points and ultra-tight collision detection, playing *Dragon's Kingdom* is ridiculously difficult and incredibly frustrating. The game is only just bearable with infinite lives – it must be bordering on the impossible without. There aren't even any clever visuals or programming tricks to redeem it. It scrolls and there are sprites – it would have looked unimpressive in 1986: these days, it's a bit of a joke. By now you should have a pretty good idea of what *Dragon's Kingdom* is like. And if you've got any sense, you'll avoid it as you would a rabid Doberman called Killer standing over a half-eaten body.

STEVE



It looks like a chess piece, but shoots flames like a dragon – beware!



Later on these hovering demons hurl fireballs at you

Game	**Dragon's Kingdom**
Publisher	**Genias**
Cassette	**£9.99**
Disk	**£9.99**
Release	**Out now**
Contact	**0462 482246**

POWER RATING

THE DOWNERS...

- It's hard, very hard and stupidly hard – in that order
- The visuals are merely competent – and that just isn't good enough these days
- Small game area is compensated only by severe difficulty
- Annoying faults in the game structure, like poor restart points and lack of reliable repeat
- Little variation, with no real guardians and few pick-ups
- Awful control mechanism – you can't jump over an object if you're standing right next to it

100

33%

0

- **Soundtrack is quite a meaty little number**
- **If you're built of sterner stuff, you might find some reward in this stiff challenge**

...AND THE UPPERS

EXHIBITORS!
Well over 150 Amiga companies!
GAME MAKERS!
Quiz the star coders about what they do!

Discover Commodore at its best!

Amiga Format presents the greatest computer show this year. Earl's Court II, November 15-17 1991: be there!

Just look at what there is!

Christmas hits Ocean, Psygnosis, Mindscape, Electronic Arts, Virgin, Microprose, Gremlin, Mirrorsoft: all the leading software houses will be at the Show, with massive stands. This'll be your chance to see and **play the year's biggest games** – exclusive to the Show.

CDTV City what is CDTV? What can you do with it? What software can you buy? Discover what **the future of computing** holds in the Show's unique CDTV City.

Christmas Shopping Mall All the best games bargains are here!

Multimedia Theatre Commodore has attracted some of the biggest names in computing to **demonstrate their stuff**. See what the Amiga is *really* capable of!

Games Arcade Set your **eyes on boggle mode**: you won't believe how many incredible games you'll be able to play.

The game makers Imagine hearing direct from the leading games' programmers: just how do they do what they do?

And also... Fistfuls of competitions. Hosts of celebrities and experts. Jaw-droppingly wonderful big screen video. Virtual Reality (virtually certain). Creche. And a **lot of noise**, that's for certain...

Faxbox

Where Earl's Court II,
When November 15-17 1991
Times 9am-5.30pm November 15-16; 9am-4pm November 17
Cost Adults £6, under 14s £4
(see the special Early Booker Offer)

Who'll be there? Commodore, Commodore Format, Amiga Format, Amiga Power, Amiga Shopper, all the major games producers, a myriad of serious publishers, loads of bargain-offerers, lots of hardware developers and everyone into the world of Commodore.

AMIGA FORMAT presents

World of Commodore

15 - 17 November 1991

Commodore

EARLY BOOKER OFFER: SAVE TIME, SAVE MONEY

Be smart. You know this **World of Commodore** will attract tens of thousands of people. And you know what that means: queue City. So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early.
And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and you can't wait to get inside and – (Snip! - Ed)

YES I would like to have my tickets early, avoid all the queues and save £1.05 on every ticket, please.

Name ....

Address ....

....

....

.....................................**Postcode**..

Number of tickets ....Adult (at £4.95 each)

....Under 14s (at £2.95 each)

Total payment

Method of Payment (please circle) Access Visa Cheque PO

Credit Card number ....Expiry date ....

CREDIT CARD HOTLINE 051 356 5085

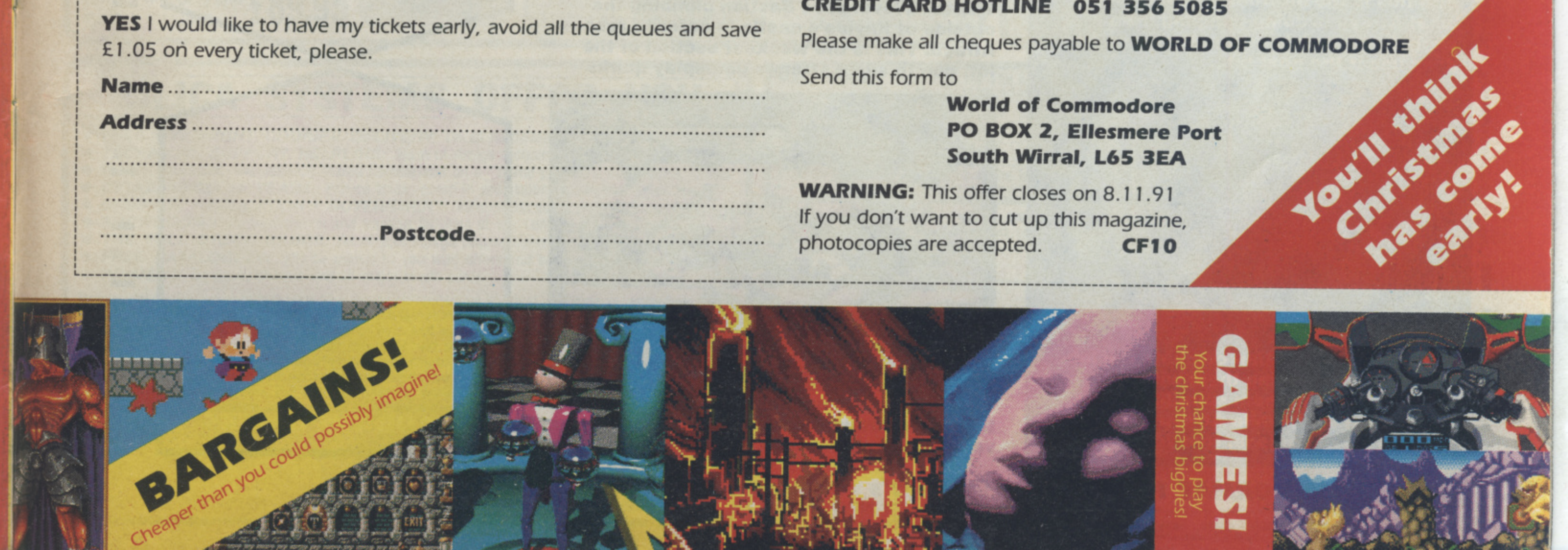
Please make all cheques payable to **WORLD OF COMMODORE**

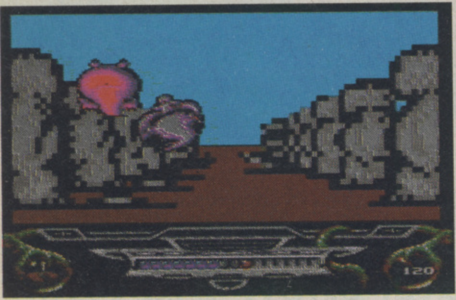
Send this form to

World of Commodore
PO BOX 2, Ellesmere Port
South Wirral, L65 3EA

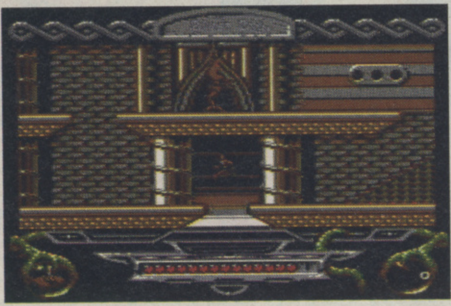
WARNING: This offer closes on 8.11.91
If you don't want to cut up this magazine, photocopies are accepted. **CF10**

You'll think Christmas has come early!


BARGAINS!
Cheaper than you could possibly imagine!
GAMES!
Your chance to play the christmas biggies!



Yes, I know it looks crap, but this Dragonback *Chase HQ* play-a-like is pretty darned good. It's fast and the 3D works a treat (as long as you sit far enough away)



On level one, you have to guide Bastian through Fantasia, entering doorways and climbing stairs in order to find a rope (*CF* hint – it's a lot simpler than it looks: one *big* jump is all it takes)

And here's a movie still of the same section, with Fantasians fleeing one of Xayide's lobster-style minions. As you can see, the game has captured the visuals perfectly – it's just a shame that it's too easy...

NEVER ENDING STORY 2

Hands up everyone who went to see the movie? Three. Right, well since I was one of those who didn't put his hand up, I'm afraid I haven't got a clue as to the plot of the movie. This doesn't really matter since most film-based games don't either.

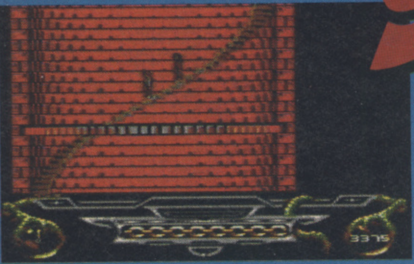
As with a lot of movie tie-ins these days, *NES2* is split into levels, each with a different theme and boasting nicely varied gameplay. In this case, I've got to hand it to Linel – they've sure managed to cram in a load of game ideas and styles.

There are six levels, which include a two horizontal scrollers, two vertical scrollers, a first-person perspective *Chase HQ*-style game on a dragon(!) plus a stunning revolving tower sequence.

Every level works pretty well, but after only a few plays I managed to get through the first level. Then the second, then the third. And before you knew it, I'd finished the whole game. (I cheated a bit by saving out levels using an Action Replay cartridge, but afterwards I did manage to play it from start to finish with no help whatsoever).

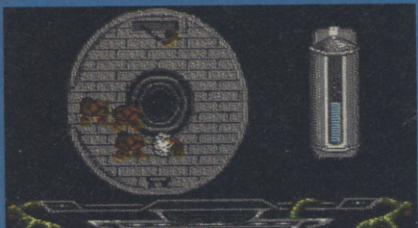
So, what do you do? We've got a really nice little game, plenty to do, more variety than Kellogs' eight-pack and really slick presentation... But you can finish it a couple of plays. When I first started playing, *NES2* was heading for an 'It's A Corker!', but I'm sure most gamers could crack it in one day. In this case I can only suggest that you might buy it if you're completely crap at games, or are looking for something to keep your kid brother or sister occupied – for a while.

STEVE

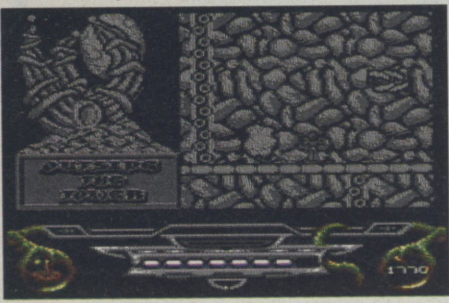


At the start of level four, your peepers are treated to this gorgeous revolving tower sequence, as Bastian and Atreyu walk down a spiral staircase

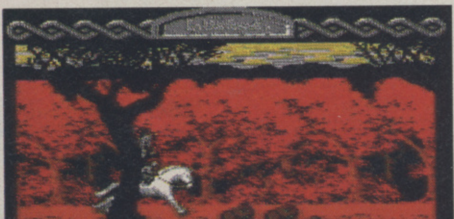
And this is the bit from the movie. Just what Atreyu is doing dangling from a chain is anybody's guess. However, he does use it the next bit...



On each floor, Bastian combats the lobster-men by spraying them with an aerosol, sending them spiralling down the central well, while Atreyu fends them off with his chain (see, told you)



The third level sees Bastian climbing the outside of Xayide's castle in order to rescue Atreyu. This is the weakest section of the lot, due to some strange gameplay quirks



The penultimate section has you riding Artax the horse through a forest full of hazards, very much in the vein of *Wrath Of The Demon*

Game	**Never Ending Story 2**
Publisher	**Linel**
Cassette	**£10.99**
Disk	**£15.99**
Release	**October**
Contact	**0494 472266**

POWER RATING

THE DOWNERS...

- Entertaining it may be, but it's still far, far too easy to complete
- Levels are too simple – it's just a matter of memorising the attack patterns/screen layout
- Stage 3 is poorly structured – you have to lose a life to finish the climb!
- Each section is quite short

100

58%

0

- **Thumping good soundtracks and tight spot effects**
- **Great graphics, culminating in the stunning revolving tower section**
- **Heaps of variety in gamestyles and gameplay – no two levels are the same**
- **Tiny sprites are beautifully drawn and animated**
- **The super-slick presentation is a sight for sore eyes**

...AND THE UPPERS

Commodore
CARTOON CLASSICS
AMIGA 500
DPAINT III
ARCADE ACTION GAMES PACK
WITH 1Mb RAM

AMIGA

STAND-ALONE 500 COMPUTER

● 512K AMIGA	£329.99
● TV MODULATOR	FREE
● MOUSE CONTROLLER	FREE
***PLUS!* - FREE FROM SILICA**	
● ARCADE ACTION PACK	£229.78
● PHOTON PAINT 2.0	£89.95
TOTAL RRP:	**£649.72**
YOU SAVE:	**£320.72**
SILICA PRICE:	**£329**

PLUS! *FREE* HOLIDAY ACCOMMODATION

£329

SILICA PRICE - INCLUDES VAT + FREE DELIVERY

NEW! CARTOON CLASSICS PACK

HARDWARE:	
512K AMIGA 500	£329.99
A520 TV MODULATOR	FREE
A501 RAM EXPANSION	£99.99
SOFTWARE - ENTERTAINMENT	
BART SIMPSON	£24.99
CAPT PLANET & PLANETEERS	£25.99
LEMMINGS	£25.99
SOFTWARE - PRODUCTIVITY	
DELUXE PAINT III	£79.99
PLUS! *FREE FROM SILICA*	
ARCADE ACTION PACK	£229.78
PHOTON PAINT 2.0	£89.95
TOTAL RRP:	£906.67
YOU SAVE:	£507.67

***PLUS!* 16 NIGHTS FREE HOLIDAY ACCOMMODATION**

£399

SILICA PRICE - INC VAT + FREE DELIVERY

ARCADE ACTION GAMES PACK

FREE! FROM SILICA WITH EVERY AMIGA

ARCADE ACTION PACK

The new Arcade Action Games Pack is THE software compendium for Amiga owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The Arcade Action Pack is FREE! when you buy your Amiga 500 from Silica.

FREE! WORTH: **£219.78**

ARCADE ACTION GAMES PACK

FREE! PHOTON PAINT 2.0 GRAPHICS PACKAGE

Every Amiga 500 from Silica Systems comes with a FREE Photon Paint 2.0 (RRP £89.95), one of the most advanced art packages available for the Amiga. With it, you will be able to harness the extraordinary graphics power of the Amiga and produce inspirational pictures in minutes. With 4096 colours, your pictures will reach life-like appearance. These can be animated in real-time using a vast range of graphical effects, including blending colours and dithering, stencils, shadowing, contour mapping and surface mapping.

WORTH **£89.95**

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Amiga from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.

TOTAL FREE PACKAGE

***ARCADE ACTION PACK* - £229.78:**	
Asterix - *By Coktel Vision*	**£24.99**
Chess Player 2150 - *By CP Software*	**£24.95**
Drivin' Force - *By Digital Magic*	**£24.95**
Live & Let Die - *By Elite*	**£19.99**
Onslaught - *By Hewson*	**£24.99**
Pipe Mania - *By Empire Software*	**£24.99**
Rick Dangerous - *By Firebird*	**£24.99**
Rock 'n' Roll - *By Rainbow Arts*	**£19.99**
Skweek - *By US Gold*	**£19.99**
Trivial Pursuit - *By Domark*	**£19.95**
***ART PACKAGE* - £89.95:**	
Photon Paint 2.0 - *By MicroIllusions*	**£89.95**
TOTAL RRP:	**£319.73**

***FREE!* WORTH NEARLY: £320**

PLUS! *FREE* HOLIDAY ACCOMMODATION

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Amiga technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a ''Same product - Same price'' basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the ''Silica Systems Service''.

☎ MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Fax No: 071-323 4737

LONDON (SELFRIDGES): 1st Floor, 369 Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Ask for extension 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems, Dept CMFOR-1091 - 60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE AMIGA COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

Which computer(s), if any, do you own? ....

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

Commodore FORMAT
MAIL ORDER

PICKED BY THE TEAM , THE BEST PROGRAMS AROUND FOR YOUR MACHINE!

VISA Access HOTLINE
0458 74011

SPECIAL VOUCHER

CARTRIDGE USERS!

SAVE £5

OFF THE CARTRIDGE VERSION OF

LAST NINJA 3

FROM SYSTEM 3

Fight the evil Kunitoki in the biggest and best yet in the Last Ninja series!

Send a cheque for £14.99 made payable to *System 3 Ltd* along with this voucher to

Commodore Format Cartridge Offer, System 3,
18 Peterborough Road,
Harrow, Middlesex HA1 2BQ

This offer is valid until 30th November 1991

1 3D CONSTRUCTION KIT

It's a Corker! SAVE UP TO £6

Domark

Experiment in Virtual Reality by building your own scale model worlds. Then make your own game in your 3D universe. An incredible program.

Description	Price	Order No
3DCK Cass	£19.99	CM174
3DCK Disk	£19.99	CM175

2 STOP PRESS & MOUSE

NEW LOW PRICE SAVE £45

Database

Get into the world of DTP with this brilliant disk program complete with mouse. Generate your own newsletters and magazines.

Description	Price	Order No
S/P & Mouse	£24.95	CM106

3 SPEEDBALL 2

SAVE UP TO £5

Imageworks

It's the fastest, most dangerous team sport ever invented. Come on, coach, take that team to the top of the league.

It's a Corker!

Description	Price	Order No
Speedball 2 Cass	£8.99	CM176
Speedball 2 Disk	£10.99	CM177

fun school 3
fun school 3
ANIX MOUSE
Desktop Publishing
Commodore
Com mod ore
FORMAT

4 FUN SCHOOL 3

SAVE UP TO £5

Databse

Make learning fun with these superb programs designed to prepare your children for the national curriculum. Fun School 3 is the sensational follow-up to Fun School 2. Button badge in every box. Designed by a team of educationalists. Comprehensive manual with separate parent/teacher notes.

Description	Price	Order No
FS Under 5 Cass	£9.99	CM135
FS Under 5 Disk	£11.99	CM136
FS 5-7 Cass	£9.99	CM137
FS 5-7 Disk	£11.99	CM138
FS Over 7 Cass	£9.99	CM139
FS Over 7 Disk	£11.99	CM140

5 VOLFIED

SAVE UP TO £4

Empire

A devious test of your dexterity awaits in this *Qix*-based blast with a short fuse. Seal off bas relief backgrounds before the baddies bite yer bum!

It's a Corker!

Description	Price	Order No
Volfied Cass	£8.99	CM178
Volfied Disk	£11.99	CM179

6 FORMAT BINDER

Keep your issues together in this high quality binder with the *Commodore Format* logo printed embossed on the front and spine in whizzy daglo orange. Save those mags – bind 'em!

Description	Price	Order No
One binder	£4.95	CM103
Two binders	£9.00	CM104

SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE

PRICES INCLUDE POSTAGE, PACKING AND VAT
NO HIDDEN EXTRAS

COMMODORE FORMAT MAIL ORDER

Name
Address

Postcode
Phone number

Description	Price	Order No

Method of payment (please circle) Access • Visa • Cheque • PO

TOTAL ORDER

Credit Card No

Expiry date

- For overseas orders call Clare for prices on 0458 74011

Please make all cheques payable to Future Publishing Limited

SEND THIS FORM TO: Commodore Format, Future Publishing Ltd, Freepost, Somerton, Somerset, TA11 7BR

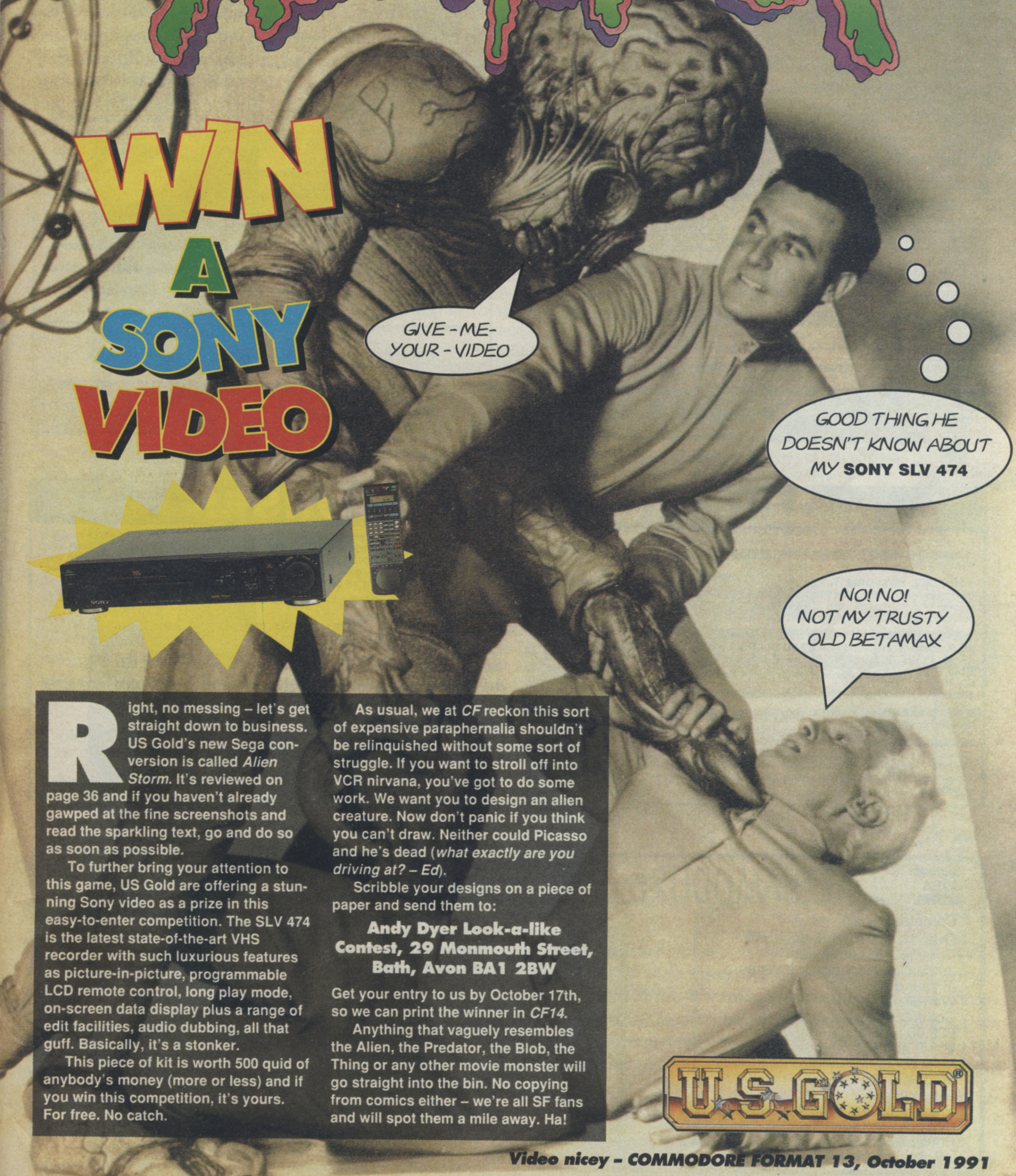
No stamp required if posted in the UK, Channel Islands or the Isle of Man

HOW TO ORDER:

JUST MAKE A NOTE OF THE PRODUCT NAME AND ORDER NUMBER AND FILL IN THE ORDER FORM OPPOSITE – OR RING OUR HOTLINE NUMBER ON 0458 74011

ALIEN STORM

WIN A SONY VIDEO


GIVE-ME-YOUR-VIDEO
GOOD THING HE DOESN'T KNOW ABOUT MY **SONY SLV 474**
NO! NO! NOT MY TRUSTY OLD BETAMAX
SONY

Right, no messing – let's get straight down to business. US Gold's new Sega conversion is called *Alien Storm*. It's reviewed on page 36 and if you haven't already gawped at the fine screenshots and read the sparkling text, go and do so as soon as possible.

To further bring your attention to this game, US Gold are offering a stunning Sony video as a prize in this easy-to-enter competition. The SLV 474 is the latest state-of-the-art VHS recorder with such luxurious features as picture-in-picture, programmable LCD remote control, long play mode, on-screen data display plus a range of edit facilities, audio dubbing, all that guff. Basically, it's a stonker.

This piece of kit is worth 500 quid of anybody's money (more or less) and if you win this competition, it's yours. For free. No catch.

As usual, we at *CF* reckon this sort of expensive paraphernalia shouldn't be relinquished without some sort of struggle. If you want to stroll off into VCR nirvana, you've got to do some work. We want you to design an alien creature. Now don't panic if you think you can't draw. Neither could Picasso and he's dead (*what exactly are you driving at? – Ed*).

Scribble your designs on a piece of paper and send them to:

Andy Dyer Look-a-like
Contest, 29 Monmouth Street,
Bath, Avon BA1 2BW

Get your entry to us by October 17th, so we can print the winner in *CF14*.

Anything that vaguely resembles the Alien, the Predator, the Blob, the Thing or any other movie monster will go straight into the bin. No copying from comics either – we're all SF fans and will spot them a mile away. Ha!

U.S. GOLD

£24.95

WIN WITH POOLSMASTER

The Football Pools Predictor

- 'A LICENCE TO PRINT MONEY' - Mr F C Hammond of Essex.
- 'WE HAVE WON MANY THOUSANDS' - Mr P E Roberts of Dorset.
- Just a couple of the many unsolicited testimonials about this truly amazing Football Pools Predictor Program which has consistently astounded us with its accuracy. Check out its features:-
- Predicts Homes, Aways and draws.
- No fiddly typing in of team names: Unique indexing system for quick entry of fixtures and results - just type in the results each week from your usual newspaper and the program updates itself.
- Uses scientific formula which is the result of many years of study of the football pools to give a strike rate which is consistently higher than the laws of average.
- Also has a SEQUENCE PREDICTOR option in addition to form Predictions which analyses coupon number sequences. This option has astounded us in the past and continues to do so.
- Can be used for league and cup matches.Updates season after season. No need to buy a new copy every season.
- Send for POOLSMASTER today and increase your chances of that JACKPOT. Comes complete with manual and informative Pools Guide.

And here's the proof....

Since purchasing POOLSMASTER late last year Mr P E Roberts of Dorset has had no less than THIRTEEN separate wins totalling an incredible £43,895 (Photocopies of winning slips available on request).

Yes nearly FORTY FOUR THOUSAND POUNDS!!!

POOLSMASTER has provided literally HUNDREDS of smaller dividends WEEK AFTER WEEK. Every week brings us news of yet another winner.

Join these winners send for POOLSMASTER TODAY!

Disks and Tapes £24.95 Inc. P&P and V.A.T. (State whether British or Australian)

★ SPECIAL★ OFFER
Buy both programs for
£44.95

COURSEMASTER

The Horse-Racing Tipster

£24.95

- BEAT THE BOOKIE FOR A CHANGE!!!
- RATES ANY RACE IN MINUTES - ANY DAILY NEWSPAPER IS ALL YOU NEED.
- Works on the simple principle that FAST HORSES BEAT SLOW ONES!
- Gives clear forecast of best selection PLUS second and third for Tricasts etc. and even recommends type of bet.
- Works out your WINNINGS on most popular types of bet ie. SINGLES, DOUBLES, PATENT, YANKEE, CANADIAN ETC.
- MAINTAINS A BANK ACCOUNT - Bet like a PROFESSIONAL!
- PLUS the amazing COURSEMASTER SYSTEM BET. This superb easy to use betting system regularly provides our customers with MAJOR WINS for small stakes - try it and amaze yourself. Will even PRINT OUT YOUR BETTING SLIP for you if you have a printer!
- COMPLETE WITH 20 PAGE BETTING GUIDE AND MANUAL.

Disks and Tapes £24.95 Inc. P&P and V.A.T.

Both COURSEMASTER & POOLSMASTER available on TAPE or DISK for ALL IBM/PC's and compatibles, all AMSTRAD PC's, all PCW's, all Spectrums, Commodore 64 &128, Atari, Amiga and all AMSTRAD CPC's.

TRACKMASTER

The Greyhound Racing Tipster

We have often been asked if we could provide a GREYHOUND racing tipster program as a companion program to COURSEMASTER - well now we can

- TRACKMASTER works with 6 or 8 dog races and requires information from normal racecard as published in SPORTING PRESS.
- TRACKMASTER accurately predicts the likely first, second and third in any race.
- Will calculate your WINNINGS on SINGLES, DOUBLES, TREBLES, PATENT, YANKEE, CANADIAN, HEINZ.
- Maintains a BANK ACCOUNT of your BETTING.
- UNIQUE COMPUTER DRIVEN STAKING PLAN - JUST FOLLOW IT FOR GUARANTEED SUCCESS!

The IDEAL COMPANION PROGRAM to COURSEMASTER
Available for all IBM/AMSTRAD PC's and compatibles, Amiga, Atari, PCW's, Commodore 64/128, all CPC's, all Spectrums (48k and over)
PRICE - DISKS & TAPES £19.95

GUIDE TO POOLS AND PERMS

The Definitive Guide To Pools Permutations And Betting Systems

This book, written by Martin Evans and Ken Chadwick, explores in depth into the mysteries of permutations and betting systems.
It explains in full what the checking charts mean, how to use them and even how to create your own perms.
The fascinating text details how to plan a campaign of entries aimed at that elusive POOLS win and how to assess the probability of a win. The book gives tips on selecting best matches and how to use perms for maximum effect on POOLS, HORSES or DOGS.
Fully illustrated with in depth description - even if you have never filled in a pools coupon in your life you will become an expert after reading this book.
Fixed odds perms together with a selection of top newspaper perms and our own in-house perms are included.
If you enjoy the Football Pools or a weekly flutter on the horses or dogs then this book is for you.

Price £14.95

**COMPLETE COMPENDIUM:
Poolsmaster, Coursemaster, Trackmaster and guide to pools & perms - £74.95**

**HOW TO ORDER: CHEQUES P.O'S TO: INTRASET LTD (Dept C.F.) FREEPOST, No 10 WOODSIDE AVENUE, CLAYTON-LE-WOODS, CHORLEY, LANCASHIRE PR6 7BR. OR PHONE/FAX FOR LIGHTNING FAST SERVICE ON
02572 76800 (Office Hrs & 24 Hr Order Line), 0490 3284 (Helpdesk 3-4PM Weekdays) Fax 02572 74753**

ONLY POOLS AND HORSES

Every program written by a mathematician who has spent many years in the betting industry. Programs that utilise the tried and trusted methods of the professional, not pie in the sky theories that fail to pass the test of time.

FOOTBALL BOXFORM Written by a former pools expert for Littlewoods. The program has forecast over 50% more draws than would be expected by chance. Homes, aways and draws shown in order of merit and true odds given for every match. Merit tables show at a glance the teams currently in form and those having a lean spell. Australian Pools program included in the price.

SUPER PLANNER by the same author. full details given of OVER 400 ENTRIES covering up to 57 selections. Includes SINGLE AND MULTIPLE entries of LIT PLANS 1, 2, 9, 25, 27, 28, 29, 47, 48, 49, 50, 79, 80, 81, 82, 83, 84, 96,100, 200, B37, B38, B39, B49, B50, B54, B58, B59, B145, B180, V-Plans 20, 42, 43, 44, 83, 84, 85, 87, TIP TOP 10 & 15, EXPRESS 35 & 38, MAIL 60, 75, E, P, MIRROR 1 & 8, FULL PERMS 8 from 9 to 8 from 14. All FULLY CHECKED in seconds by your computer. Not just the highest scoring but ALL POSSIBLE WINNING LINES.

POOLS PLANNER Similar to above but covering block permutations using Littlewoods standard guarantee blocks.

RACING BOXFORM Course characteristics (built into the program) as well as the form of the horses are considered in speedily producing an order of merit for each race. Designed for flexibility allowing users to amend the program if they wish. Price still includes the highly acclaimed HANDICAP WINNER - more than 1000 winners every year - over 25% of them at 5/1 or better.

PUNTERS PARTNER Works out almost any bet...doubles, trebles and accumulators including mixed stakes, yankee, Canadian, Heinz, Goliath, patent, union jack, up & down (if cash bets) single & double stakes, round robins, rounders, roundabouts, round the clock, Win or each way. Covers non runners, rule 4, dead heats. Versatile multiple odds calculator for fixed odds bets and the lines required for any full perm you're likely to meet.

PRICES. (Tape) £16.95 each. £25.95 any two. £34.95 any three. For disks please add £2 per program.

SPECIAL OFFERS FOOTBALL BOXFORM, RACING BOXFORM & PUNTERS PARTNER...£27.95 TAPE, £31.95 DISK

FOOTBALL TOOL KIT Football Boxform, Super Planner, Pools Planner, Punters Partner ...£30 TAPE, £35 DISK

RACING TOOL KIT Racing Boxform, Punters Partner plus 4 further programs which enable you to keep your own records or produce and amend form and time ratings...£33 TAPE, £38 DISK.

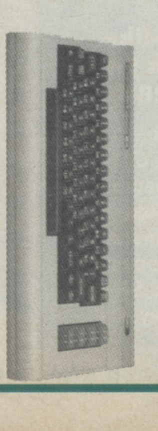
BOTH THE ABOVE KITS...£55 TAPE, £62 DISK.

Advertised for six years in the sporting and computer press
BOXoft CLEVER..GET THE BEST
Please make cheques or Postal orders payable to BOXOFT (CF),
65 Allans Meadow, Neston, South Wirral L64 9SQ
Tel: 051-336 2668

CPC
CMD 64/128
PCW
SPECTRUMS

COMMODORE C64 REPAIRS Just £29.00 inc

- * Commodore registered.
- * Over 10 years experience with Commodore computers.
- * 20 qualified technician engineers at your disposal.
- * We will undertake to repair your Commodore 64 computer for just £29.00 including parts, labour, V.A.T. and post and packing.
- * Most computers should be turned around in just 24 hours/1 week of booking in.
- * Prices include full service check, overhaul and soak-test.
- * Power supplies replaced if necessary.
- * All repairs covered by a 90 day warranty.



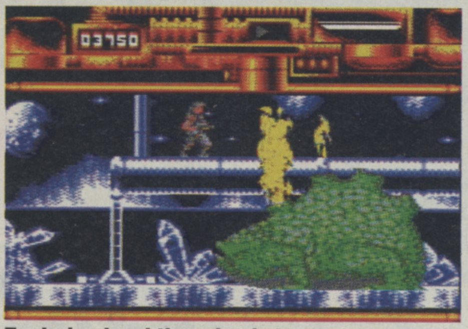
CF

* **How to take advantage of this exceptional offer:**
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (If possible, please include a daytime telephone number and fault description).

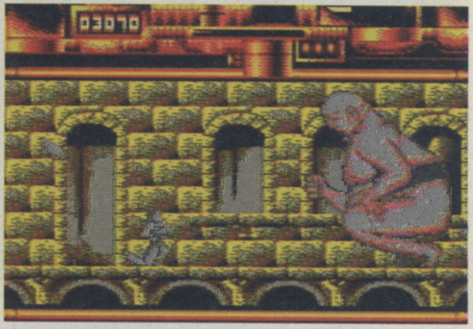
* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair).

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ
(0582) 491949 - (4 lines)



Exploring level three leads to an encounter with a beast suffering from inflammable body odour. What will they think of next?



One of level two's ground shakers sits down on the job. This guy pounds away at the floor until the ceiling starts falling in on you

RUBICON

If this is to be the last Hewson game, a very sad swan song it makes, too. Those of you who remember CRL's *Hell Hole* should be able to imagine what *Rubicon* is like. The action scrolls left to right in a frustrating stop-start fashion that does the gameplay no favours whatsoever. On the good looks front, however, the sprites do their best to make something of a spectacle out of the whole thing and they're helped considerably by some decent background scenery that consists of peaks scrolling in smooth parallax.

That's what it looks like. So what does it play like? There's a line from The Hitch-Hikers Guide To The Galaxy, in which Ford Prefect attempts to describe an impractical spaceship to Zaphod Beeblebrox. Ford says, 'Looks like a fish! Moves like a fish! Steers like a cow...' and I'd like to borrow that sentiment here. While you can jump, duck, run and shoot, you're faced with the onslaught of a mindless menagerie of floating eyeballs, airborne jellyfish, blue bomber birds, the noxious nasal emissions of more than one dragon, enemy air support from a ludicrously oversized helicopter and much more. To combat these you only have one reasonably fast-firing weapon. Fight exceptionally well and you'll meet occasional reward in the form of a jet-pack on level one, a riding creature similar to a *Golden Axe* dragon in level two, and so on. But the whole game is just a walk-through, albeit a toughy, and anything as useful as a smart bomb seems to exist strictly in the realm of pipe dreams. And thanks to the crazy stop-start scrolling, you walk into half the stuff you're supposed to kill before you can see it. What a palaver.

You lose all your colour when your energy runs low. To underline the sad situation, when your last vitamin vapourises you are shredded to the bone and crumble into a little pile of doggie treats. Not nice, huh.

The the end-of-level killjoys vary in interest value, the most impressive being fifteen tons of floor pounding Sumo. Background scenery, parallax aside, doesn't do much to liven up this lacklustre lightweight either. That just leaves the sound effects. These are sharp and painful sounding.

A continue option starts you from the beginning of the level you're on, giving you another crack at a nut that's too tough by far. But there's only one continue per game which, given a game this hard, isn't enough. And once the Game Over message rolls on you have to let the whole shebang reload. This is annoying even for disk drive owners – tape users will be mega-irked. No doubt *Rubicon*'s programmers are clever enough to make the C64 sing and dance. But they haven't gone to any lengths to enable the likes of you and me to join in the fun. Walk on.

SEAN

Game	Rubicon
Publisher	21st Century Ent
Cassette	£10.99
Disk	£15.99
Release	Out Now
Contact	023 583 2939

POWER RATING

THE DOWNERS...

- Gameplay suffers from a lack of variety and being too difficult too soon
- Stop-start scrolling is awkward and costly, making it hard to progress
- Only one continue per game
- Time-consuming reload after every 'game over'

100

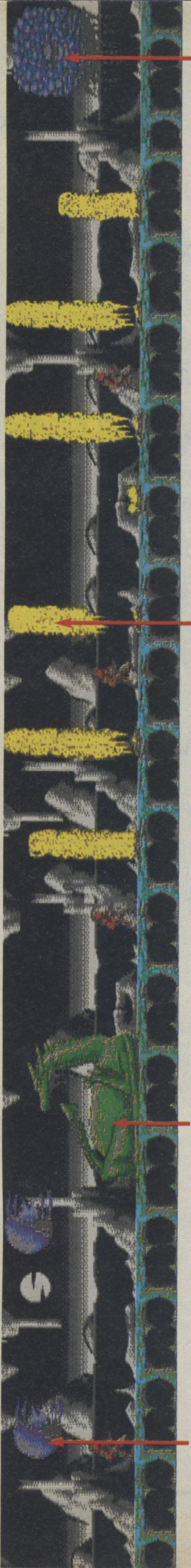
69%

0

- Spotless presentation proves the programmers can do their stuff
- Imaginative end-of-level type sprites loom over the whole screen
- Some succinct scenics, including parallax peaks and crystal landscapes
- Sound effects so sharp they make you wince
- Never lets up on the pace

...AND THE UPPERS

The ups and downs of level one



Aha! I'd recognise that anywhere. It's an end-of-level monster. (No it isn't. It's just yet another pointless, oversized blue baddie)

Now if you had that elusive jet-pack, getting past these geysers would be easy. But you haven't, so it isn't (well, it still is actually)

You have to defeat this, the first of several dragons, by firing repeatedly into its mouth. Then off it pops in a puff of smoke

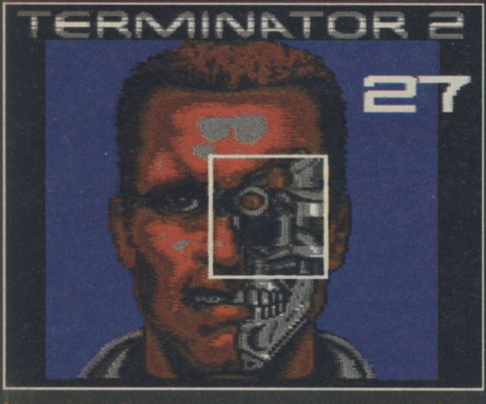
By the time these airborne jellyfish(?) flex their way across the screen you've already blasted a few waves of deadly plasma balls

TERMINA

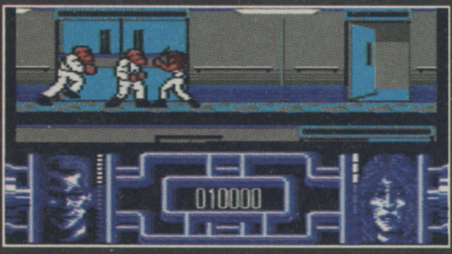
Yum Yum!
CONSOLE COMPATIBLE
CART GAME

It's nothing personal but Ocean do seem struck on licensed software projects. Maybe they need a vacation. Surely they've earned it after releasing what must be the licence of the year. Our reviewer dons shades and plays. Now listen up, 'cos he's got something to slay

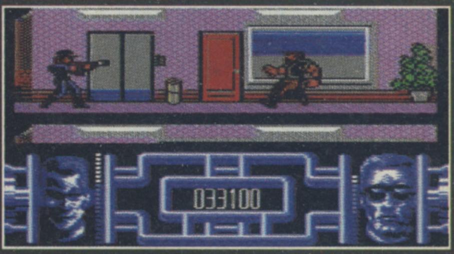
So here it is – the action movie to end all action movies; the action game to end all action ga– Erm… well not quite. You must have seen the film by now. If you haven't, do. It really is, to paraphrase Saddam H, the mother and father of all special effects movies. In it you will see things you have never seen before – which is more than can be said for the game. As with most movie tie-ins, *Terminator 2* is a multiload, multilevel affair, and so before we go any further, may I suggest that you buy the cartridge version, because that's the way this game was designed to be played.



In an attempt to represent the re-programming of the T800 (which didn't make it to the final film) this tile-slider lets you earn extra energy



Sarah battles her way though hospital orderlies as she tries to break out of the nut house. A tough, but neat, mazey runaround



In a similar vein, Arnie combats SWAT members as he escapes from the Cyberdyne lab. This level is probably the easiest of the lot

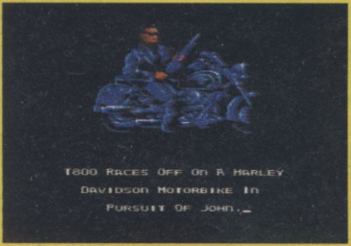
There are nine levels, including two slidey-tile bonus rounds, representing major lumps of plot. The bulk of the game is based around a rather nifty *IK*-style beat 'em up routine featuring stonky great figures (so if you don't like beat 'em ups, hasta la vista, baby). In these you play Arnie fighting the T1000, Arnie fighting the T1000 again, and a skeletonised Arnie fighting, well, the T1000. Again.

There are also two levels which use a sideways scrolling run around, set over several floors. In the first Sarah Connor attempts to flee the loony bin in which she has been incarcerated for the last few years, followed later by a similar scene in which Arnie blasts through SWAT teamsters in the Cyberdyne lab.

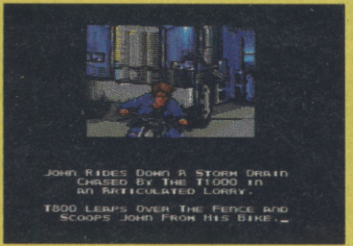
And finally we have two rather nice vertical scrollers: Arnie and John trying to

Teeny-weeny in-betweenies

Each level has an intro picture (and occasionally outtro picture) plus text to keep you up with any major plot twists. There are over a dozen of these miniature works of art – often accompanied by a suitably explosive sound effect. Here are eight of our faves to give you a taster. Starting from top left and moving to bottom right, it gives you an idea of the movie storyline (if you're mad enough not to have seen it yet!)

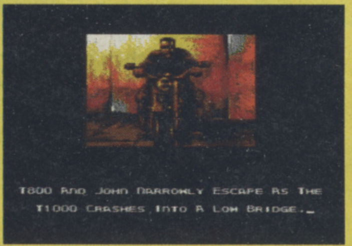


T800 Races Off On A Harley
Davidson Motorbike In
Pursuit Of John._

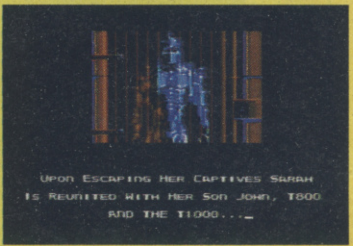


John Rides Down A Storm Drain
Chased By The T1000 In
An Articulated Lorry.

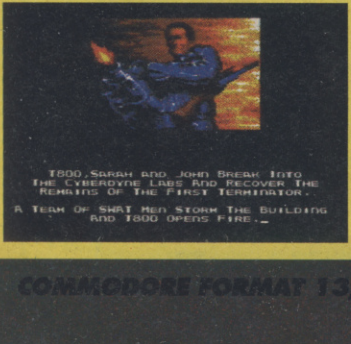
T800 Leaps Over The Fence And
Scoops John From His Bike._



T800 And John Narrowly Escape As The
T1000 Crashes Into A Low Bridge._

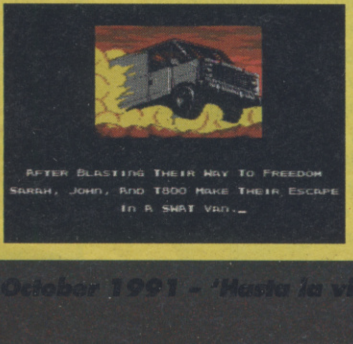


Upon Escaping Her Captives Sarah
Is Reunited With Her Son John, T800
And The T1000..._

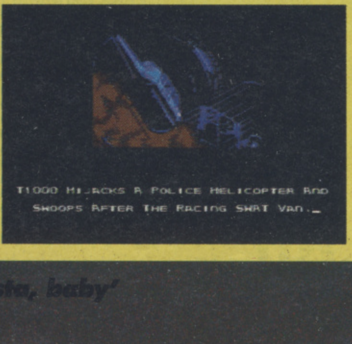


T800, Sarah And John Break Into
The Cyberdyne Labs And Recover The
Remains Of The First Terminator.

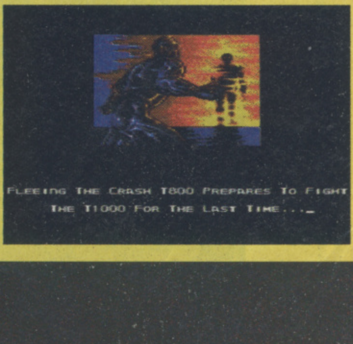
A Team Of SWAT Men Storm The Building
And T800 Opens Fire._



After Blasting Their Way To Freedom
Sarah, John, And T800 Make Their Escape
In A SWAT Van._

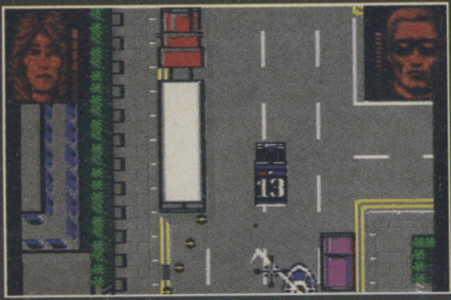


T1000 Hijacks A Police Helicopter And
Swoops After The Racing SWAT Van._

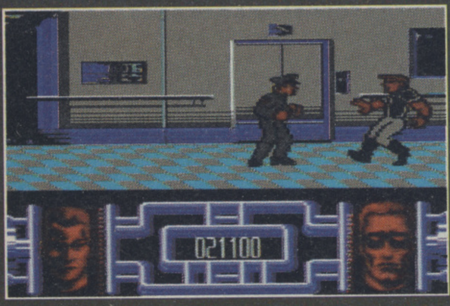


Fleeing The Crash T800 Prepares To Fight
The T1000 For The Last Time..._

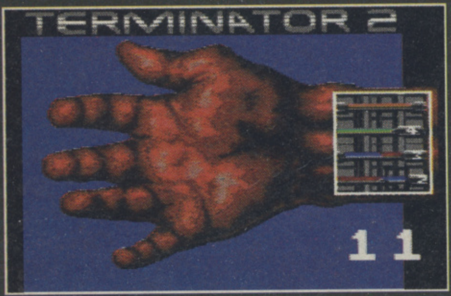
TOR 2



Vertical scrolling chopper attack, where you have to keep one eye on the road, one eye on your target, and one eye on the chopper



Beat 'em up bit, Mk II. Disguised as a security guard, the T1000 battles with good-guy Arnie for the second time



Arnie stops for field repairs – we pause for another tedious tile puzzler. Put *your* original ideas on a postcard and mark it 'Ocean'

outrun a ruddy great Mack truck, and a swerving SWAT van combatting a T1000-piloted helicopter.

All nine levels are very nicely put together with tidy graphics, flicker free characters on the beat 'em up sections, and (with the exception of a nasty timing glitch on levels four and seven) slicker-'n-snot coding.

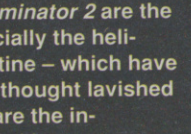
However, I'm still disappointed. Why? Well for one thing, there's nothing here to get excited about. The movie boasts more innovative ideas and stunning visuals than anything else on the planet, and we get a game put together with tried and trusted gameplay. Nice and safe, nothing too risky: a bit of *Total Recall* here, a hint of *Batman* there, and those flippin' tile-sliding puzzle sections. Please, Ocean, stop using them. They're pretty and nicely coded, sure, but they are terminally dull (no pun intended).

The highlights of *Terminator 2* are the vertical scrollers – especially the helicopter vs SWAT van routine – which have at least had a little bit of thought lavished on them. Also included are the in-betweeny plot screens and intro sequence which are simply stunning. Sound too is used to a premium, with a nice pseudo-T2 soundtrack (presumably they couldn't get the rights to the proper theme) and crunchy sound effects.

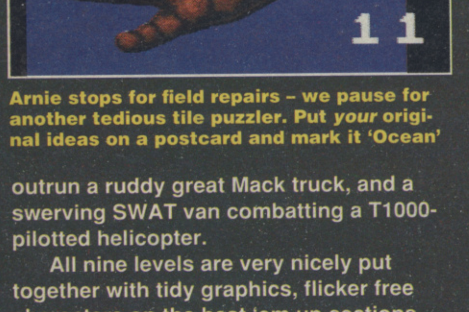
On the gameplay side, my one major worry is that it's a very tough little game. Each level is linked to the next, so energy remaining from level one is carried over to level two and so on. The tile-sliders offer you a chance to you recoup lost energy, but if you can't do them, you're in trouble.

Also, with only one life, you're going to be playing that first beat 'em up section an awful lot of times. Every hit the T1000 gets on you makes your chances of finishing level two that bit slimmer. This can prove very frustrating, knowing that you're not going to finish the next stage when you haven't yet completed this one!

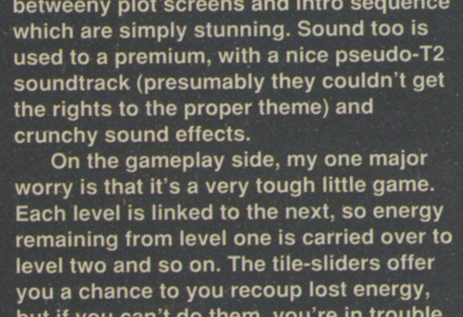
So there it is. Smooth, smart and playable – but nothing to really get excited about.



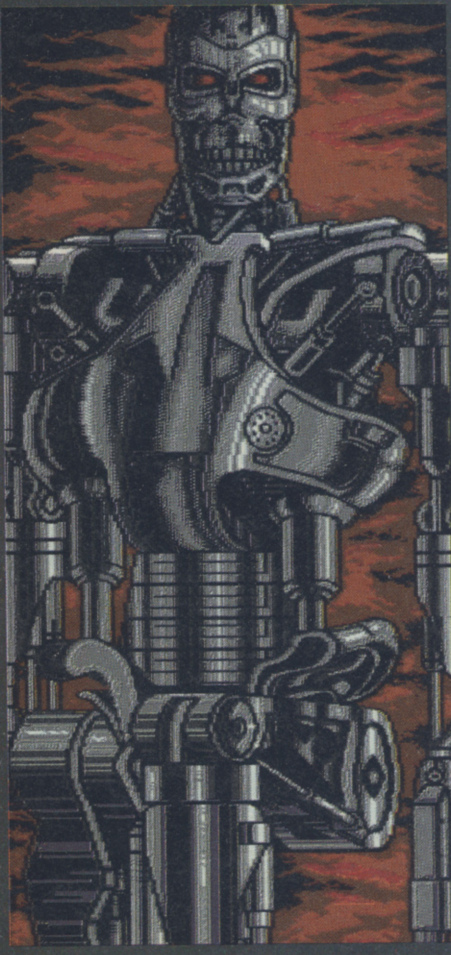
STEVE



Level two: if the bike hits an obstacle, Arnie loses energy; if the T1000's truck (bottom of the screen) hits the bike, John loses energy



The final showdown, as Terminator clashes with Terminator over who's going to go in the vat of boiling metal. My money's on Arnie...



Game	*Terminator 2*
Publisher	*Ocean*
Cassette	*£10.99*
Disk	*£15.99*
Cartridge	*TBA*
Release	*October*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- Nothing really new or original
- Nine levels, only three game styles (not counting the crappy tile puzzles)
- High difficulty level is offputting
- Annoyingly limited gameplay

100

78%

0

- Beautifully coded and very nice to look at
- Intro sequence and in-between graphics are very welcome indeed
- Sound is of a typically high Ocean standard
- And ditto for the sprites – the massive beat 'em uppers are gorgeous
- Nine tough levels should keep you battling away
- Just enough variety in gameplay and visuals

...AND THE UPPERS

Future
PUBLISHING

Your guarantee of value

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
- Understand your readers' needs.
- Satisfy them.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future
PUBLISHING

Home of Britain's finest computer magazines.

Commodore Format • Amstrad Action 8000 Plus • PC Plus • Amiga Format ST Format • PC Answers • New Computer Express • Your Sinclair • Sega Power • Amiga Power • Amiga Shopper

Commodore FORMAT

EDITOR Steve Jarratt
ART EDITOR Ollie Alderton
DEPUTY EDITOR Sean Masterson
STAFF WRITER Andy Dyer
DESIGNER Lam Tang
TECHNICAL EDITOR Paul Lyons
CONTRIBUTORS Phil South, Paul Lyons, Andrew Roberts
GROUP ADVERTISING MANAGER Cheryl Beesley
PRODUCTION CO-ORDINATOR Melissa Parkinson
PROMOTIONS MANAGER Michele Harris
PUBLISHER'S ASSISTANT Tamara Ward
PUBLISHER Jane Richardson
CIRCULATION DIRECTOR Sue Hartley
GROUP PUBLISHER (LEISURE) Greg Ingham
COVER ARTWORK Paul Kidby
ARTWORK Mike Roberts
PRODUCTION TECHNICIANS: Simon Windsor, Chris Stocker, Jerome Clough
COLOUR REPRO Avon Scanning & Planning
PRINTERS Redwood Press Ltd, Wiltshire
UK NEWS TRADE DISTRIBUTORS Future Publishing Tel: 0225 442244
WORLD WIDE DISTRIBUTION MMC
Tel: 0483 211678
EDITORIAL/ADVERTISING/CIRCULATION
30 Monmouth Street, Bath, Avon BA1 2BW
Tel: 0225 442244
Commodore Format welcomes unsolicited material, but can only return articles when supplied with a self-addressed stamped envelope.

ABC
50,135
Member of the Audit Bureau of Circulations
January-June 1991

NEXT MONTH

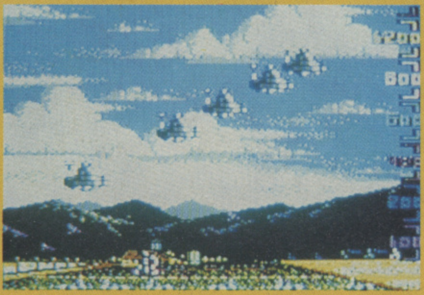
COMING SOON
COMMODORE FORMAT 14

As another issue draws to a close, the exhausted *CF* team retires to think not of holidays or monetary reward but how they can strive to make the next episode in this continuing saga of software news and reviews even better than the last.

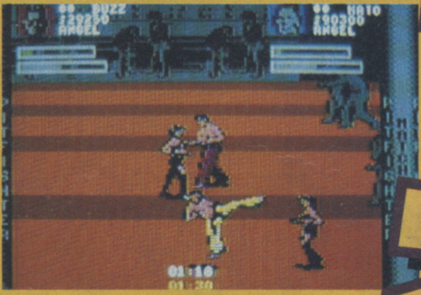
Over much scratching of heads and eating of *CF* Birthday Cake crumbs they decide upon the following course of action. On the PowerPack, among other treats, they plan to put an exclusive, playable demo of the *Turtles Coin-Op* that comes courtesy of Mirrorsoft and the Campos they call Cathy. They decide too, that at the moment readers open the November issue, they will be given a full preview of the World Of Commodore Show and details of all the events which will be taking place there. And that isn't all there'll be to sing about. MIDI musicians had better stay tuned for a very special feature on a new Commodore 64 Sequencer package just arrived from the states.

'Cor!' And they said, 'Blimey!'

Knowing that the insatiable appetites of their readers would demand even more than this to keep them healthy and happy until the next issue, they would go all out to review the largest number of new releases both full priced and budget, they would tear into technical matters in Inside Info, bestow knowledge with Back To Basic, crack the code in Gamebusters and throw down The Gauntlet to *CF* readers once more. Until then, here's a glimpse of two forthcoming Domark releases.



Evil attack formations ahoy! *Super Space Invaders* are after your cows!



C64 controversy coming from *Pitfighter*. Crushing coin-op convo

EXILE COMPO WINNERS

In *CF11* we said, 'Count the number of times the word "Exile" appears in this issue. If you win, we'll give you a really good chemical waste disposal sui – er... Dr Who costume and a copy of *Exile*. And if you're a runner-up, we'll still give you a copy of Audiogenic's *Exile*.' Then we wrote the rest of the mag, sniggering like the idiots we are, as we hid little Exiles where we thought you'd never find 'em. Except you did. This was probably our toughest ever compo. Why? Because *we* forgot where we put all the Exiles, that's why.

Anyway, the answer was 34. We treated those of you who said 35 including the mis-spelt one as being correct. The winner we drew out of the bag was James Boswell. And the runners-up were Roby De Wit, Alan Johnston, J Ross, Derek Steel, Kevin Massie, Darnon Smith, Greg Jackman, William Koopmans, Luke Marburg, John Leader and yes, you too, Ross Hartshorne. Well done – and never again! (We promise.)

MAKE SURE OF YOUR *COMMODORE FORMAT* EVERY MONTH!

Please Mister (or Missus) newsagent, please reserve my copy of *Commodore Format* each month, starting with the October issue, on sale from Thursday 17th October. Thank you.

MY NAME ______________________

MY ADDRESS ______________________

____

____

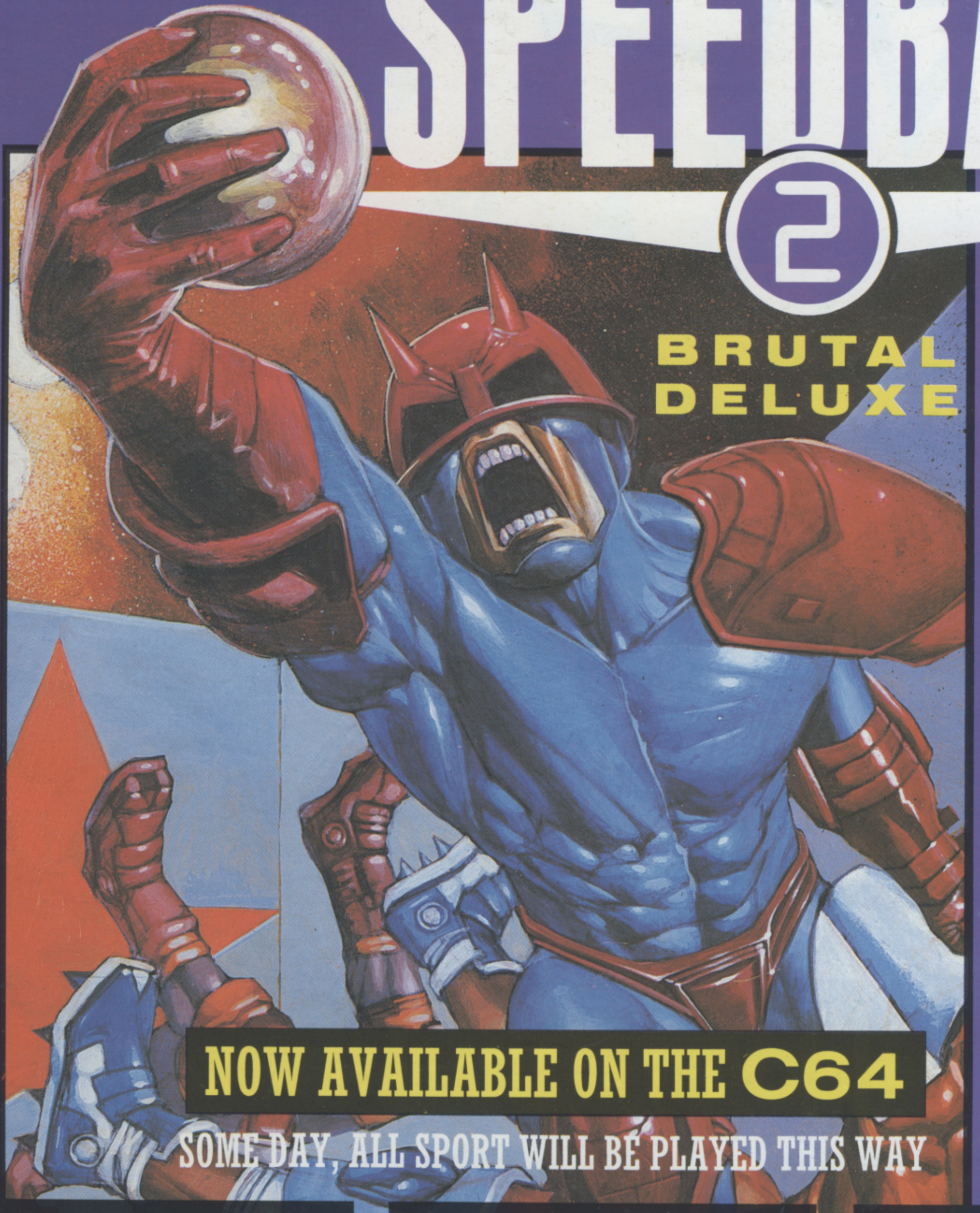
____

Don't risk the unmentionable side-effects of not getting *CF* regularly. Fill in this little coupon, cut it out (rather than hand over the entire magazine) and give it to your friendly newsagent. This will ensure that when *CF14* comes rolling off the presses to take its position on the shelf, you'll be safe in the knowledge that an especially crisp edition is just waiting for you to pick it up. You see, when all around is chaos, your *CF* is as cool as a freezer compartment. Er...

You've just seen COMMODORE FORMAT 13, October 1991

SPEEDBALL 2

BRUTAL DELUXE

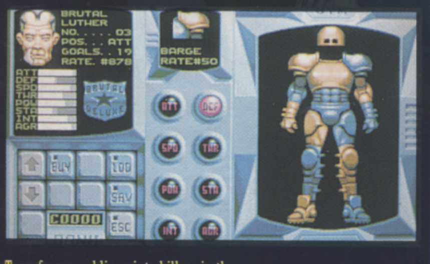


NOW AVAILABLE ON THE C64

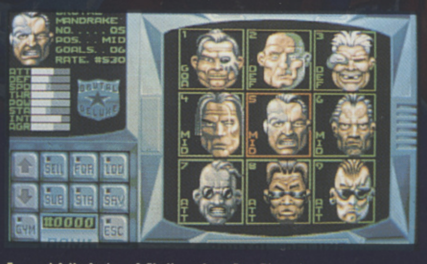
SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

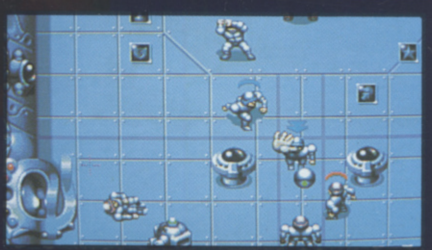
The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.


BRUTAL
LUTHER
NO. . . . 03
POS. . . . ATT
GOALS. . 19
RATE. #878
BARGE
RATE#50
£0000
ESC

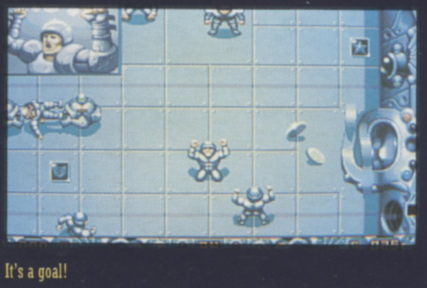
Transform weaklings into killers in the gym.


MANDRAKE
NO. . . . 05
POS. . . . MID
GOALS. . 06
RATE. #530
£0000
ESC

A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.



It's a goal!

Celebrate that moment of glory in style.

THE BITMAP BROTHERS

© 1990 THE BITMAP BROTHERS
© 1990 MIRRORSOFT LTD
IMAGE WORKS, IRWIN HOUSE
118 SOUTHWARK STREET,
LONDON SE1 0SW
TEL: 071-928 1454
FAX: 071-583 3494

IMAGE WORKS

THE NO-HOLDS-BARRED
SMASH
GAME SHOW
OF THE FUTURE
TV
COMING SOON!
SMASH T.V.
CONTESTANT 1
CONTESTANT 2
ocean®
AKlaim™
entertainment, inc.

OCEAN SOFTWARE
6 CENTRAL STREET
MANCHESTER
M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650

ACCLAIM™ AND
MASTERS OF THE GAME™
ARE TRADEMARKS
OF ACCLAIM
ENTERTAINMENT INC.

© WILLIAMS
ELECTRONICS GAMES, INC